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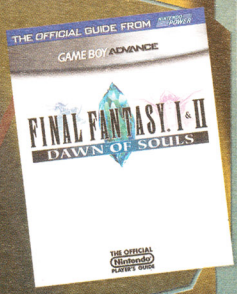

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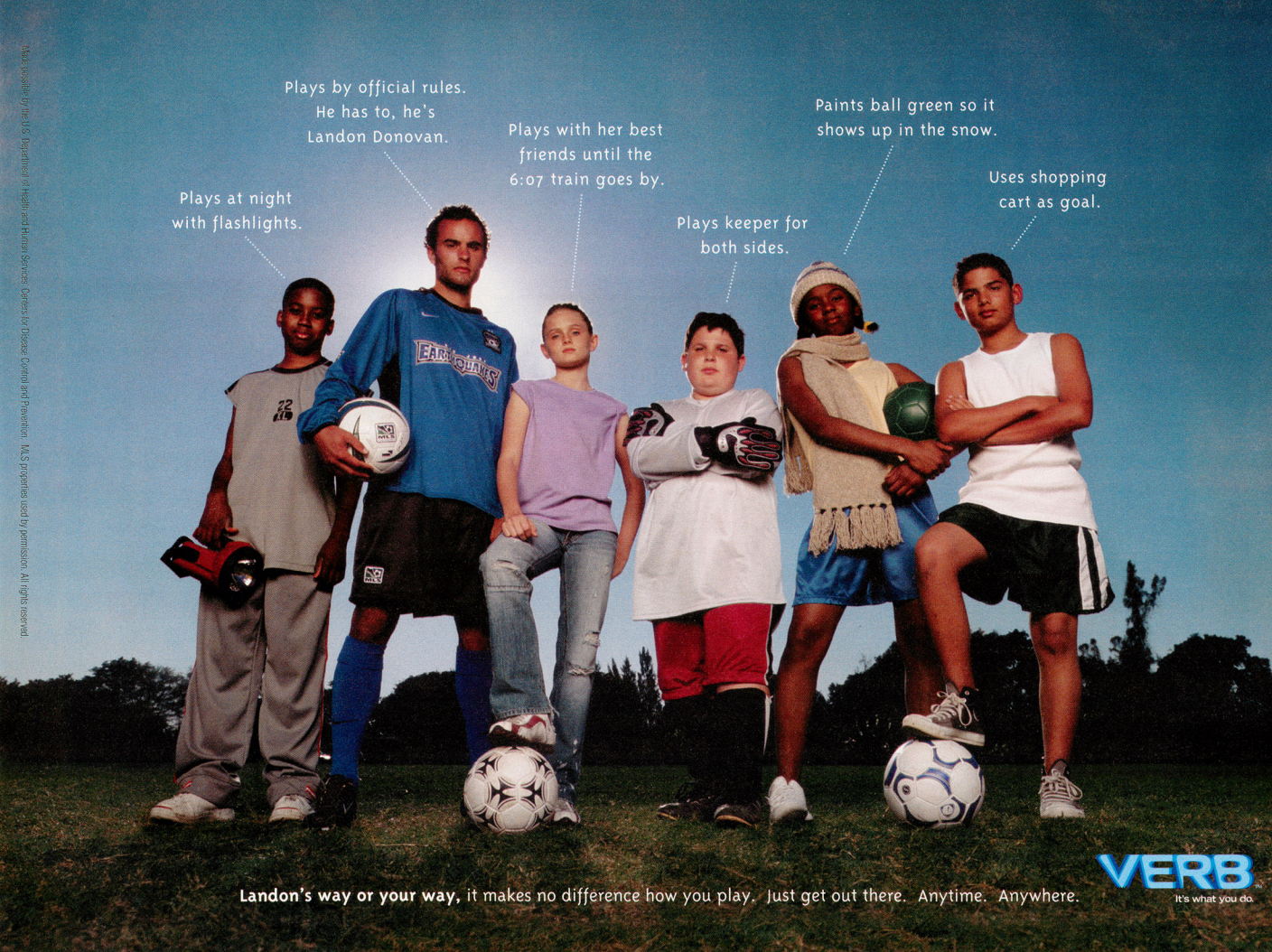

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pulse

Feedback, correspondence and strolls down memory lane

Letter of the Month

I read an article that talks about Game Boys actually being more effective than tranquilizers, parents' hands or any other calming device for kids in operating rooms. Doctors are thinking of making them standard for child operations, letting kids play for 10 to 15 minutes before undergoing anesthesia. Apparently getting lost in backlit worlds relaxes children to the point that they can forget where they are, so there is no anxiety increase (and sometimes even a decrease), allowing doctors to put children under anesthesia with no thrashing or screaming.

Lee G.
via the Internet

Lee is referring to a study by the University of Medicine and Dentistry of New Jersey. You can check out the full story at umdnj.edu (search for "Game Boy").

64-Bit Revivals

Super Mario 64 DS got me thinking: why not revive some of the other great N64 games on the DS? A game I'm sure many fans would love to see redone is The Legend of Zelda: Ocarina of Time. If it was that good on the N64, just imagine how it would look with the DS's capabilities. For example, the inventory could be on the touch screen, so players could swap weapons and items on the fly.

Cheesypoof007
via the Internet

I've got a question that's burning inside me, and probably burning inside a lot of other gamers. Will there be a new installment of Super Smash Bros. on the Nintendo DS? Nintendo remade Super Mario 64, so why not Smash Bros.? I can see it now: 16-player mayhem, massive tournaments, new characters and any other special touches that the creators want to throw in. So please tell me, will my dreams come true?

Redlinyvan
via the Internet

Would DS owners like to see more Nintendo 64 remakes, or would you prefer developers to focus on original titles? Regarding a new Super Smash Bros. (for the DS or otherwise), nothing has been announced at this time. We'll let you know if we hear anything, though.

Fell in Love with a Girl

I'm writing this in response to Sara T.'s message in Volume 188, and I hope I speak for all the guys. Samus has been our girl for a long time. And girls, it's not your fault that you don't have a really cool beam weapon or a sleek powersuit. Finally, I'd just like to say to all the guys: maybe if you let your girlfriend play Metroid and stop hogging the action, she might understand why you spend five drooling hours in front of a GameCube.

PhazonHybrid
via the Internet

Forgotten Horrors

Me and my friend were talking about video games and got to the subject of Zelda. He said that he had played a game called Zelda: The Wand of Gamelon and that it was horrible. I didn't even know of such a game. Is it a real game, or is my friend playing a joke on me? If it is a game, was it really that bad?

Bobaloo2u
via the Internet

Unfortunately, The Wand of Gamelon is indeed a real game (you can see an image of Link from it in the volume 187 edition of Pulse). Phillips published three Zelda titles for its ill-fated CD-i console: Zelda: The Wand of Gamelon, Link: The Faces of Evil and Zelda's Adventure. All of them are shockingly bad, but Zelda's Adventure is quite rare and has become something of a collector's item.

Mystery Port

I got myself a Nintendo DS on November 21 and I love it, I really *love* it. But a couple of days ago I found this little port right next to the headphone [jack] and I have no idea what it is. I was just wondering if you guys at Nintendo Power know what it's used for.

gidilalla
via the Internet

We've had a lot of readers ask us this question. The port is for an external microphone or headset, though no such peripheral exists at this time.

Lost in Translation

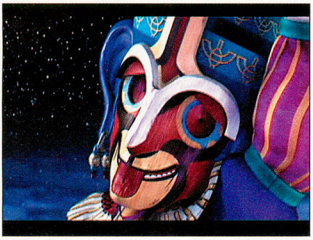
I couldn't help but notice when playing the demo disc for Resident Evil 4 that the language spoken by the villagers was Spanish. I think this is very cool, but I was wondering if Capcom plans to put in subtitles for those of us who have learned little of the language.

Jonesy 89
via the Internet

There are no subtitles for the villagers, but that only adds to the game's unsettling atmosphere. Roughly translated, we believe they're saying, "We're offended by your bad haircut, so we're going to have a large man with a chainsaw relieve you of your head."

Baten Switch

The reason I'm writing is to discuss perhaps one of the greatest video games of all time, and that is Baten Kaitos: Eternal Wings and the Lost Ocean. I got my copy over the holidays and I haven't taken it out of my GameCube yet.



What first drew me to the game was the amazing trailer, which I couldn't stop watching. I believe it was sometime in August that I put the game on the top of "The List" (the name of my yearly wish-list). Then as I learned more about the game, I found out that it was card-based, which almost made me lose all interest. But I gave it a chance and got it anyway. Let me tell you: I am not one bit disappointed. Being a huge fan of film, I truly appreciate the storyline and plot twists that make the game worth paying attention to. Everyone should at least give this game a chance—it will really make your day.

Joe T.
via the Internet

P. S. Is it just me, or is The Great Mizuti the coolest video game character ever?

Chart Toppers

I was looking in the Vol. 188 Power Charts and I noticed that Super Smash Bros. Melee has been on the best-seller list for 34 months. That seems like a long time to me, but as much as I like the game, I'm sure there's been a game that's done better than that. Anyway, what is the record for the longest time a game has been on the top-seller list?

Steven E.
via the Internet

Super Smash Bros. Melee is the best-selling GCN game to date and its reign on the Power Charts has been impressive, but it's a long way from the record. Super Mario Land 2: Six Golden Coins and The Legend of Zelda: Link's Awakening for the original Game Boy both appeared on the charts for more than 90 months!

It's Only Fair

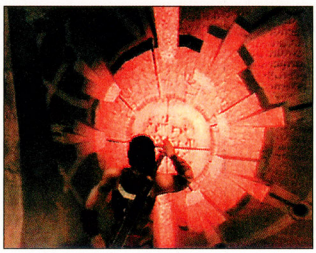
I was wondering if any of the people who review games in Nintendo Power hate any of the games. Do they hate games like Barbie or Bratz? Those games look pretty dumb. How about the games based on unpopular shows like *That's So Raven* or *Lizzie McGuire*? I wouldn't play those games if my life depended on it.

Joshua S.
California

We always try to consider those games from the perspective of their intended audience. In the case of That's So Raven, for instance, we attempted to be as shallow and mean-spirited as the source material.

Warrior's End

I was talking to my friend the other day about Prince of Persia: Warrior Within. He was telling me how hard it was (and he couldn't believe it when I told him that I beat the game twice already). But then he asked me if I got an alternate ending. I got the same ending both times, but he said



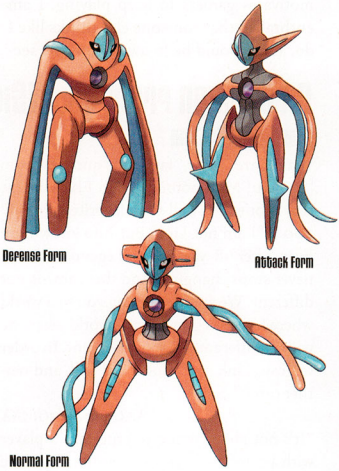
that if you get all the life upgrades, you get to see an alternate ending. Could you help us out here?

IronGiant04
via the Internet

Your friend is right. If you obtain all nine life upgrades, a Water Sword will appear in the Hourglass Chamber. Equipping the blade will allow you to fight a different (and more difficult) final boss than you would otherwise. You'll get the game's "good" ending should you emerge from the battle victorious.

Rockin'

I had some questions I hope you could answer for me. In Volume 187, you had a pullout [poster] with every single Pokémon pictured on it. There is one in



particular that stood out, called Deoxys. How do you get it? I see at the bottom of the poster it says, "Available only via special method." I would like to know what the method is. Also, do any of you at Nintendo Power play any musical instruments?

Mia H.
via the Internet

Deoxys was available as a special download at last fall's Pokémon Rocks America tour. If you missed the event, check pokemon.com for additional means of capturing the elusive 386th Pokémon in the not-too-distant future.

As for our musical talents, Steve has been known to blow on the jug from time to time, and Chris plays a mean didgeridoo.

Music to My Ears

This is in response to Kevin M.'s letter in the last issue. Creating a section devoted to game music is an awesome idea. There is a whole world of musicians out there that love video game music. I happen to be one of them. I think if you created a video game music section, people would flock to it like birds. It's a great new idea that has yet to be done (I think). I love Kevin's idea about including a score sheet as well. Being a piano player, I love to play video game music. And I totally agree with Kevin about game music not getting enough credit. People don't pay much attention to the music in games, but it really helps create an experience and motivates gamers to keep playing. I am enthralled that someone else thinks like I do, and I would be in awe if a music section were to appear in Nintendo Power. What an awesome idea, Kevin.

Lunar__Cloud
via the Internet

Quickies

Can Yoshi really eat anything? If he can, then I'd like to see him swallow Mario, the 300-pound plumber!

Green__Yoshi
via the Internet

Mario hasn't weighed 300 pounds since the Captain Lou Albano days. Those were dark times.

I was reading the February issue and I noticed a huge mistake. You stated that [Midway] Arcade Treasures had a Mature rating. That can't be the right rating.

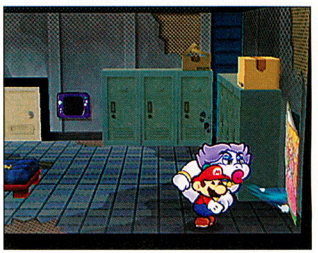
Taylor C.
via the Internet

That's not a mistake. Have you played NARC?

When you press X to make Flurrie blow wind in Paper Mario: The Thousand-Year Door, what is Mario holding? It's . . . odd to me.

Don__Pianta
via the Internet

We're not touching that one with a ten-foot pole.



Discussion from the NSider Forums – forums.nintendo.com

Words of Wisdom

What are your favorite quotes from [Shigeru] Miyamoto? Though I have many, this is one of my all-time favorites, from E³ 2004: "I am not Link. But I do know him. Even after 18 years, The Legend of Zelda never stops changing. And this game is not different. We are now taking you to a world where Link has grown up. A world where he will act different and look different. In order to grow, Link must not stand still, and neither can I."

XXGameCubeGirlXX

"It's not about trying to entertain a player with a game, but trying to give the player the opportunity to entertain themselves with the game you've created."

**Pistachio*

"A delayed game is eventually good; a bad game is bad forever."

JSR

"What if everything you see is more than what you see—the person next to you is a warrior and the space that appears empty is a secret door to another world? What if something appears that shouldn't? You either dismiss it, or you accept that there is much more to the world than you think. Perhaps it is really a doorway, and if you choose to go inside, you'll find many unexpected things."

LuigiLuvr999

"Video games are bad for you? That's what they said about rock 'n' roll."

CaptainNTheGameMaster

Dumb Moments in Gaming

Maybe it's just me, but I have a ton of dumb video game moments. In fact, as of about ten minutes ago, I was walking and playing my DS when I was clotheslined by a tree branch. Knocked down. I've also been playing my SP and slipped down the stairs.

Anyone else have these moments, or am I just a klutz?

TheWindWaker10

I don't play many handheld games, but once while sitting and playing [Sonic Adventure 2: Battle], I fell asleep with the game still on and fell out of the chair. I hurt myself on the controller and pressed [the Control Stick] in just the right direction to lose my last life with Tails. That was a double whammy for me. I had a small bruise on my chest after that too.

Domon9884

I ran into a little kid while playing my DS just yesterday.

Sonic12

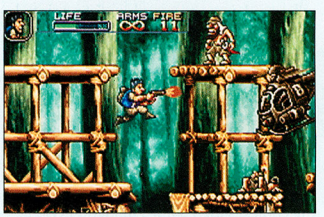
Metal Slug Advance Review

Woohoo! Finally, this game has arrived. And it's basically what I expected—classic Metal Slug action. Yes, that's a good thing. If you have ever played a Metal Slug game in the arcades, then this game is exactly like that. It's got all the same great gameplay and difficulty as the arcade, and the same great graphics and sound. The controls are simple: jump, shoot and throw grenades. That's about it, simple as can be. It'll take you thirty seconds to master, but that doesn't make the game easy by any means.

Unfortunately, and this is the worst part of the game, there are only five levels. But it's still tough, and don't get me wrong, the replay value is through the roof. You can always go back to this game and just mess around, blowing the heck out of everything and have a good time.

So all in all, [Metal Slug Advance] is definitely worth your money. It's a great game, and if you were a fan of the arcade titles, then this is the game for you. Its main downfall is its length, but that can be overlooked for its fun and addictive gameplay.

Zach2387



Rayman DS

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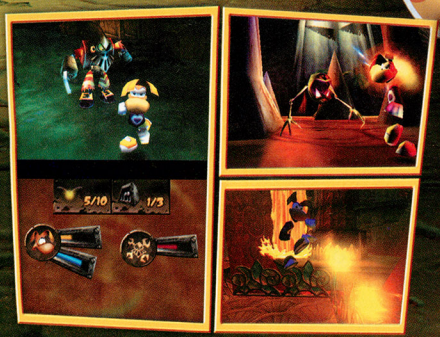

Robo-Pirates are on the attack!

It's up to Rayman and his not-so-trusty sidekicks to save the Teensies' world from domination.

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THE NEW FACE OF EVIL

Games

Featured Title | GCN

A masterpiece of mayhem, Resident Evil 4 takes you on a terrifying journey like no other. And you can play it only on Nintendo GameCube! You'll need all the assistance you can get as you guide Leon in his mission to rescue the president's daughter. Luckily, Nintendo.com and Nintendo Power have compiled tips to help you make it out of the village alive. Come see the sights and sounds of this soon-to-be-classic.

www.nintendo.com/re4

THE MINISH HAVE ARRIVED!

Games

Featured Title | GBA

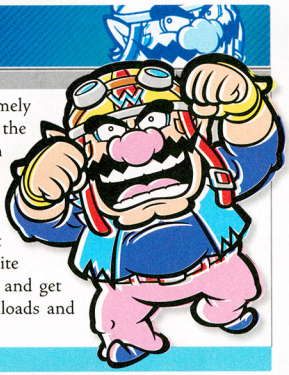
The Lollipop Guild, the Oompa-Loompas and Santa's elves have hogged the spotlight for the vertically challenged for long enough. Make room for the Minish! The Legend of Zelda: The Minish Cap took the Game Boy Advance by storm in early January and Zelda.com has all the tips, videos and inside scoop you need for the epic title. Don't forget to register your copy of Minish Cap at Nintendo.com to access exclusive downloads.

www.zelda.com

TOUCHY, TOUCHY!

Games

Featured Title | DS



Weird, wacky and extremely Wario: the killer app for the Nintendo DS arrives, with love, on Valentine's Day. The interactive madness of WarioWare: Touched! extends to the Web at warioware.biz. Visit the site to see the game in action and get your mitts on great downloads and bonus features.

www.warioware.biz

FROM STREETS TO SLOPES

Events

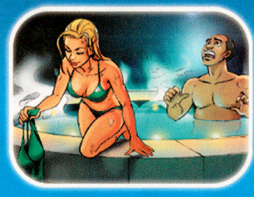
Nintendo Street Team

The Nintendo Street Team heads for the mountains! The Street Team will be out in full force showing off the Nintendo DS as part of the Burton Demo Tour, which showcases the latest snowboarding equipment. Nintendo will also strut its stuff at the U.S. Open Snowboarding Championships. Go to www.nintendostreetteam.com for event dates and locations.

www.nintendostreetteam.com

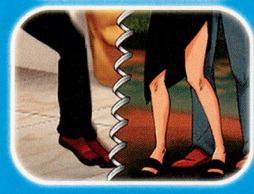
Congratulations to our latest Sages!

BBQ
PELORD
KITTYKATSTAR
ELIWOOD.EXE
DESERTMONKEYMANAZ

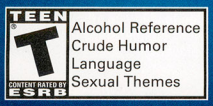


SPRUNG™

A Game Where Everyone Scores



DOUBLE THE LOVE... Looking for nookie? You've come to the right place – a hopping ski resort with hot tubs, nightclubs, and tons of frisky singles looking for a spring fling. Work all the angles in more than 50 dating missions, as either the guy or the girl. With two screens and plenty of competition, you can watch your rivals fumble for a reply on one screen, while you lay on the love on the other. You've got them in the palm of your hand. But have you got the skills to seal the deal?



NINTENDO DS™

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UBISOFT®

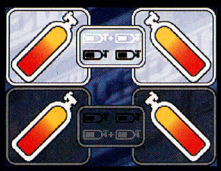
GAME WATCH

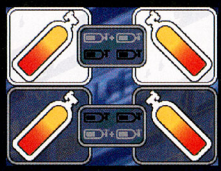
THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

The Caped Crusader returns with a vengeance to fight back against a long-running evil: mediocre Batman games. Find out how EA plans to restore the Dark Knight's vigilante glory on page 17.

IN TOUCH WITH THE UNDERGROUND

Any title based on tuner culture faces pressure to evolve its game, even Electronic Arts's insanely popular Need for Speed Underground series. And NFSU2 earned its rep all over again last year with a console version that placed street racing in a huge city, and a Game Boy Advance version that pushed 3-D racing on the handheld to a new level of excellence. In March, EA will further evolve the series with a Nintendo DS debut that presents gameplay in ways possible only on the new system. The game has the sexy graphics you'd expect, but it's the dual- and touch-screen concepts that have the wow factor. NFSU2 builds on one DS racing breakthrough—simultaneous driver's seat and full track views—with two touch features that bring the series even closer to its have-it-your-way culture: nitro-tank programming (want to go extrafast? or XXL-extrafast?) and a decal creation system (pixel-perfect customization).





Though you'll activate a nitro boost the old-fashioned way—by pressing a DS button—you'll modulate nitrous flow with touch control to get more or less bang for your boost. Save your tanks for the final seconds of the race, if you like, then blow the whole shebang on a shocking finish.

In addition to NFSU2's under-the-hood and auto-body modding, you'll be able to create your own decals with a touch-based paint program.

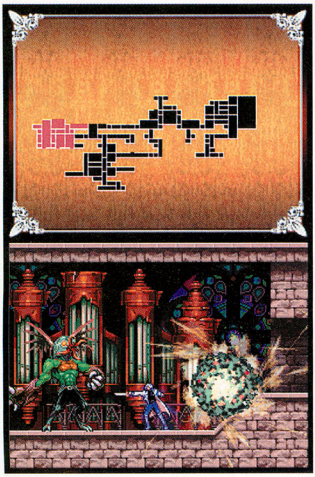
After customizing your vehicle to your personal standards, you'll be able to show up others in wireless competitions for up to four players.

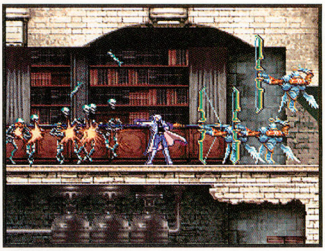
THE MARIO MIX HITS THE GAMING BEAT

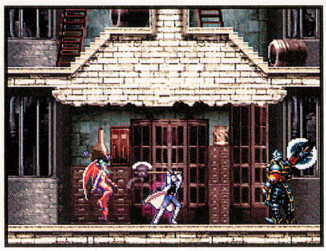
Fans of the Mushroom Kingdom's most famous resident are suddenly going be even busier in the early months of 2005. Mario and Co. will cameo in EA's NBA Street V3—see the full story on page 50. And he'll move from center court to center stage in a new game for the outrageously addictive Dance Dance Revolution series. Co-developed by Nintendo and Konami, the rhythm-action title has so far been announced only for Japanese release. A dance mat will be included with the new DDR game, which will boast plenty of booty-shaking tunes—though whether they'll be modern, Nintendo-themed or a blend of the two hasn't yet been pinned down—along with a two-player mode and a host of mat-driven minigames.

CASTLEVANIA CASTS ITS SPELL ON THE DS

Quick-sketch spellcasting, the kind first employed in PC god-game Black & White, is a no-brainer for a Nintendo DS title—just substitute mouse control with touch control—and Konami's upcoming Castlevania title will have the first honors. The game will be a DS sequel to Castlevania: Aria of Sorrows, which follows the fates of undead-slayer Soma Cruz one year after the events of the GBA side-scroller. As he battles a mysterious cult holed up in a replica of Dracula's castle, you'll use the tricks he learned in the previous game—capturing enemy souls and using them to gain new attacks and skills—plus draw upon the new Magic Seal system to deliver the final blow to foes. After you whittle a monster's health down to zero with standard hack-and-slashing, you'll need to sketch out arcane symbols in the correct order on the touch screen to fully destroy the creature. Konami is also looking into ways to use wireless technology, so far revealing that players will be able to trade captured souls with each other to enhance Soma's strength in their own games. With enhanced graphics and a rich score, the Castlevania experience should be pure Gothic rapture on the DS.







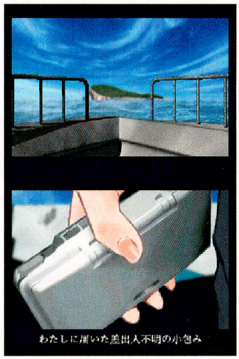
Castlevania: Aria of Sorrows emphasized nonlinear exploration. A map was a must-have. The sequel will exhume it from menu stasis and put it where it's more useful: on the upper screen.

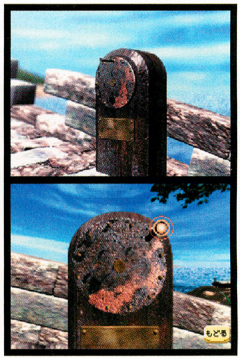
DOUBLE HELPING OF NINTENDO DS NEWS FROM JAPAN

With an arsenal of launch games—one lineup in North America, a different one in Japan—sounding off about the DS's potential, Nintendo is showcasing even more of what the system can do with fresh details for upcoming games. Two of them, Another and Nintendogs, have been slated for eventual US release. Though two more, a Kirby adventure and the Jump Superstars fighting game, have so far been announced only for Japan, they're prime examples of developers' zeal for the new system.

ANOTHER IMITATES LIFE

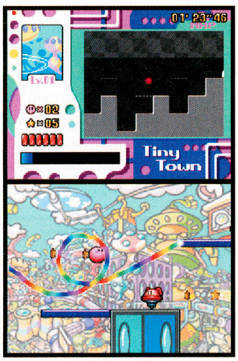
The DS is getting its closeup in Another, set for February release in Japan. Or at least the DAS is. The device is a fourteenth-birthday gift to heroine Ashley from her father, a scientist thought dead but revealed to have completed a secret project on a distant isle. Though further details are shrouded in mystery, Another will put you in control of Ashley via touch and voice as she sets sail for a journey with its fair share of eerie puzzles.

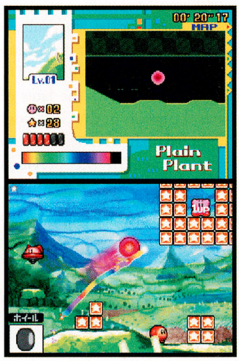


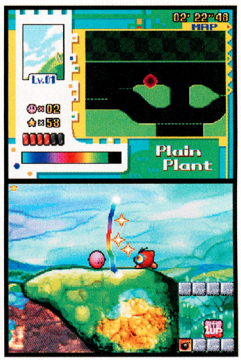


QUICK-DRAW KIRBY

Yoshi won't be the only Nintendo character to star in a drawing-driven adventure on the DS. Kirby's also submitting to the stylus in a game that will have players sketching ramps, loops and other improv surfaces to guide the speedy daredevil. You'll tap your rainbow "ink bottle" as you draw, so you'll need to balance when to draw out movement- and attack-paths and when to conserve ink for later challenges.







JUMPING FOR JOY

Manga addicts got their hands on their dream game at the Jump Festival near Tokyo in late December. Jump Superstars, a title that takes cues from the Super Smash Bros. series, will pack in heroes from Dragon Ball, Naruto, One Piece and other mainstays of Japan's manga-zine, Weekly Shonen Jump. In addition to mashing DS buttons, players can unleash special moves by jabbing touch panels. North American manga fans should cross their fingers.

NINTENDOGS SOUNDS IRRESISTIBLE

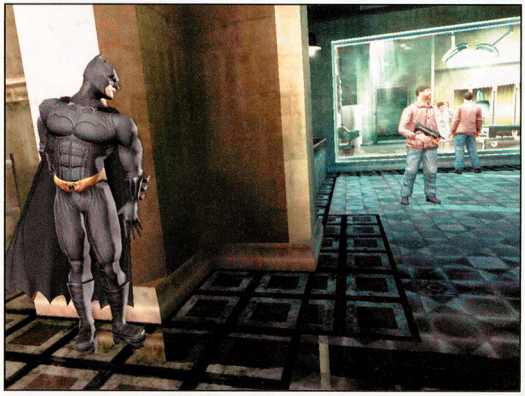
Lay down some newspaper—we nearly make a puddle on the floor every time we see Nintendogs. The game—or really more of a virtual pet simulator—remains deep in development for the Nintendo DS. New screenshots reveal one way that the game will use the microphone, so now we're even more excited.

Previous shots have shown that you'll control the animals, at least as much as anyone can "control" puppies. If you clap in the mic . . .

. . . you'll get the attention of your wee pups, and they'll come running at you. No doubt, Nintendogs will be the cutest thing ever created.

BATMAN STRIKES SILENTLY IN EA'S STEALTHY SUMMER ADVENTURE

When the weather warms up this June, director Christopher Nolan's *Batman Begins* will offer cool entertainment on the big screen while EA's movie adaptation will serve up chilling action on the GCN. Using what game producer Reid Schneider calls "fear-based gameplay," the adventure will reward players for traversing the shadows of Arkham Asylum (among other sinister locations) and surprising their prey by attacking the thugs from behind or causing scares by way of misdirection. The more the AI-controlled enemies are shaken by Batman's stealthy advances, the more likely they will be to run away or fire shots that miss their target. Schneider, whose credits include Ubisoft's spy thriller Tom Clancy's Splinter Cell, aims to arm players with intimidation. "Fear is your weapon," said the game developer during an early, but still impressive, hands-on demo. "As you scare guys, your reputation increases and you earn more fear-based moves." With the first third of the game's story covering Bruce Wayne's training and transformation into the Dark Knight, and the rest following his pursuit of villains Scarecrow and Ra's Al Ghul, the game is sure to be a frighteningly fun run through Gotham's creepy underworld.



QUICK HITS OF BIG NEWS

THE ART OF THE DEAL, ACCORDING TO EA

After 42 million copies of Madden, Electronic Arts has decided to get hitched to the National Football League. A five-year arrangement gives EA exclusive rights to NFL teams, stadiums and players for its games. While the contract throws a wrench into other publishers' plans for NFL titles, EA will have the opportunity to make this about more than Madden (and the NFL Street series): the contract includes development of new games.

GAME BOY ADVANCE VIDEO GETS BIGGER

While Majesco continues to acquire the licenses to release popular TV series in its Game Boy Advance Video line—Disney shows being its most recent coup—the publisher has revealed even greater ambitions for 2005: it will release new video cartridges that contain up to 90 minutes of video, and plans to expand its lineup to include full-length movies and titles that appeal to a wider audience.

MIDWAY BLITZES FOOTBALL FANS

Blitz has been on hiatus since its 2003 edition, but Midway has announced that an unlicensed rebirth for the series is in the works, and involves collaboration with a writer from ESPN's controversial—and quickly canned—*Playmakers* TV show, a football drama that rivaled *The Sopranos* for violence, dirty politics and drug addiction. Expect to see a gritty side of the gridiron when Blitz: Playmakers hits multiple platforms in Q4 '05.

MADAGASCAR ROARS IN 2005

DreamWorks had the trailer for its CGI movie *Madagascar* in heavy rotation during the holiday season, giving filmgoers a first look at the zoo-critter jailbreak caper starring the voices of comedians Chris Rock and Ben Stiller. Now Activision has announced that it will release video game versions on Nintendo GameCube, Nintendo DS and Game Boy Advance in May.

NOT A FLASH IN THE PAN

Former Flash game Alien Hominid gained a huge amount of critical props by going console in 2004, and Johnny Rocketfingers may be the next Web upstart to challenge the status quo. Conspiracy, which has video game publishing rights to the armed-and-dangerous stick figure, has revealed intentions to bring Mr. Rocketfingers to the Nintendo DS. You've been warned.

SWEET SOUNDS OF FINAL FANTASY

Good news for fans who weren't able to attend the pre-E³ '04 concert that featured composer Nobuo Uematsu's music from the Final Fantasy series: Square Enix has announced that the "Dear Friends—Music from Final Fantasy" concert will embark on a US tour on February 19. The multimedia symphony treatment of Uematsu's works was a wholly emotional experience in Los Angeles, and is well worth the price of a ticket. Other dates and locations have yet to be announced.

GAME WATCH FORECAST

NINTENDO GAMECUBE

ADVANCE WARS: UNDER FIRE
BATMAN BEGINS
CHICKEN LITTLE
THE CHRONICLES OF NARNIA: THE LION, THE WITCH AND THE WARDROBE
CONAN: THE DARK AXE
DEAD PHOENIX
DEXTER'S LABORATORY
DIGIMON WORLD 4
DISNEY'S WINNIE THE POOH RUMBLY TUMBLY ADVENTURE
DONKEY KONG JUNGLE BEAT
DONKEY KONGA 2
DRAGON BALL Z: SAGAS
FIFA STREET
FIGHT NIGHT: ROUND 2
FIRE EMBLEM*
FROGGER
FUNKYDILLA
GEIST
THE INCREDIBLE HULK
JUSTICE LEAGUE
KILLER 7
THE LEGEND OF ZELDA*
MADAGASCAR
MEDAL OF HONOR: DOGS OF WAR
MINI-GOLF MAYHEM
MOBILE SUIT GUNDAM
MORTAL KOMBAT: DECEPTION
THE MOVIES
MVP BASEBALL 2005
NBA STREET V3
ODAMA
ONE PIECE: TREASURE BATTLE
PILLAGE
ROBOTS
ROCKET POWER: ZERO GRAVITY ZONE
ROOM ZOOM
SPIDER-MAN 3
STARCRAFT: GHOST
TEN PIN ALLEY 2
TIMESPLITTERS: FUTURE PERFECT
TINY TOONS: DEFENDERS OF THE LOONI-VERSE
TOM CLANCY'S GHOST RECON 2
TOM CLANCY'S SPLINTER CELL: CHAOS THEORY
X-MEN LEGENDS 2*
WORLD CHAMPIONSHIP POKER
WORLD CHAMPIONSHIP POOL 2004
WORMS FORTS: UNDER SIEGE!

GAME BOY ADVANCE

ACE COMBAT ADVANCE
AERIAL ACES
BACKYARD BASEBALL
BATMAN BEGINS
BEJEWELED
CHICKEN LITTLE
CT SPECIAL FORCES 3: BIOTERROR
CUSTOM ROBO GX
DISNEY'S WINNIE THE POOH RUMBLY TUMBLY ADVENTURE
DK: KING OF SWING
DR. SEUSS: THE SEUSSATIONAL JOURNEY
DRAGON BALL Z: TRANSFORMATION
FAMISTA ADVANCE
FIRE EMBLEM: THE SACRED STONES
HAMTARO: RAINBOW RESCUE
HARDCORE POOL
I-NINJA
ICE NINE
JUKA AND THE MONOPHONIC MENACE
KLONOA 2: DREAM CHAMP TOURNAMENT
LADY SIA II
LEGO STAR WARS
MADAGASCAR
MARIO PARTY ADVANCE
MEGA MAN ANNIVERSARY COLLECTION
MICKEY'S MAGICAL QUEST 3
MR. DRILLER 2
ONE PIECE: GRAND BATTLE
PAC PINBALL
PAYBACK
PIRATE BATTLE
POKéMON EMERALD
RADIUM
RAVE MASTER: SPECIAL ATTACK FORCE
RIVER KING
ROBOTS
SANTA CLAUS SAVES THE EARTH
SCURGE: HIVE
SHAMAN KING: LEGACY OF SPIRITS—SOARING HAWK
SIGMA STAR SAGA
SPEED BALL 2: BRUTAL DELUXE
STAR WARS EPISODE III: REVENGE OF THE SITH
SUPER ARMY WAR
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
TIM BURTON'S THE NIGHTMARE BEFORE CHRISTMAS: THE PUMPKIN KING
TINY TOON ADVENTURES: SCARY DREAMS
TOKYO XTREME RACER ADVANCE
ULTIMATE POCKET GAMES
ULTIMATE TABLE GAMES
WARIOWARE: TWISTED!
WORLD REBORN
X-BLADEZ: INLINE SKATER
XYANIDE

NINTENDO DS

ADVANCE WARS DS*
AIR ASSAULT 2
ANIMAL CROSSING DS*
ANOTHER*
ATARI CLASSICS
BOKTAI*
BOMBERMAN
BRAIN TWISTING GAME VOL. 1*
CADACEUS
CASTLEVANIA*
CHORO-Q DS
DRAGON BALL Z
DRAGON BOOSTER*
DRAGON QUEST MONSTERS*
DYNASTY WARRIORS*
EGG MONSTER HEROES
FINAL FANTASY III
FINAL FANTASY: CRYSTAL CHRONICLES*
FROGGER 2005*
FUSHIGI NO DUNGEON
THE GAME OF LIFE DS
GOLDENEYE
GYAKUTEN SAIBAN (OBJECTION COURT)*
HARVEST MOON FOR DS*
HISTORICAL SIMULATION GAME*
THE INCREDIBLES
INTERN TENDO DOKUTA
JAM WITH THE BAND*
JOHNNY ROCKETFINGERS
LEGEND OF THE RIVER KING*
THE LEGEND OF ZELDA: FOUR SWORDS*
MADAGASCAR
MAH-JONG*
MARIO KART DS*
MEGA MAN BATTLE NETWORK
METEOS
METROID PRIME HUNTERS
MINNA NO MAHJONG*
MOBILE SUIT GUNDAM SEED
MONSTER RANCHER
MOONLIGHT FABLES*
NANOSTRAY
NEED FOR SPEED UNDERGROUND 2
NEW SUPER MARIO BROS.*
NINTENDOGS*
ONE-LINE PUZZLE*
ONE PIECE
ORGANIZER PLUS
PAC 'N ROLL*
PAC-PIX*
PICTOCHAT
POKéMON DASH
RACE GAME*
RAYMAN DS*
ROBOTS
SECRET OF MANA*
SHIN MEGAMI TENSEI DS
SLIME MORIMORI DRAGON QUEST*
SNOWBOARD KIDS DS
SONIC DS*
SPONGEBOB SQUAREPANTS
STAR WARS EPISODE III: REVENGE OF THE SITH
SURVIVAL KIDS*
TAK*
ULTIMATE BRAIN GAMES
ULTIMATE CARD GAMES
ULTIMATE POCKET GAMES
URUSEIYATSURA
VANDAL HEARTS*
VIEWTIFUL JOE
WARIOWARE: TOUCHED!
WINX*
WORLD SOCCER WINNING ELEVEN*
YOSHI TOUCH & GO
YU-GI-OH!: NIGHTMARE TROUBADOUR
ZOO TYCOON

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST
* WORKING TITLE

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- Challenge up to three friends using DS Wireless Communications, and watch them choke on your exhaust on the bottom screen of your Nintendo DS™.

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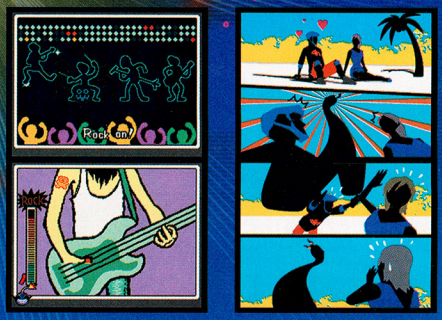
Nintendo DS

WarioWare: Touched! has taken the office by storm, pushing Feel the Magic to the number-two spot. Both games are wacky, hilarious fun, and playing them on the bus has the added bonus of making your fellow passengers think you're crazy.

	PLAYER'S CHOICE* NINTENDO DS	PRIOR POSITION	MONTHS ON CHART
1	WARIOWARE: TOUCHED!	•	1
2	FEEL THE MAGIC: XY/XX	1	3
3	SUPER MARIO 64 DS	2	3
4	TIGER WOODS PGA TOUR 2005	4	2
5	RIDGE RACER DS	•	2

*Player's Choice and Most Wanted information courtesy of the NP Krew.



Nintendo GameCube

We're telling you, Resident Evil 4 is un-freaking-believable. Turn to page 105 for our review, then run (don't walk) to your nearest proprietor of electronic enterainment and procure Capcom's survival-horror masterpiece for yourself.

	TOP-SELLING GAMES* NINTENDO GAMECUBE	PRIOR POSITION	MONTHS ON CHART
1	METROID PRIME 2 ECHOES	•	1
2	PAPER MARIO: THE THOUSAND-YEAR DOOR	1	2
3	MARIO POWER TENNIS	•	1
4	THE INCREDIBLES	•	1
5	THE LEGEND OF ZELDA: THE WIND WAKER	5	12
6	THE SPONGEBOB SQUAREPANTS MOVIE	•	1
7	DONKEY KONGA	2	3
8	NEED FOR SPEED: UNDERGROUND 2	•	1
9	SUPER MARIO SUNSHINE	•	20
10	MADDEN NFL 2005	•	3

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

	PLAYER'S CHOICE* NINTENDO GAMECUBE	PRIOR POSITION	MONTHS ON CHART
1	RESIDENT EVIL 4	1	2
2	METROID PRIME 2 ECHOES	2	4
3	DONKEY KONG JUNGLE BEAT	•	1
4	PRINCE OF PERSIA: WARRIOR WITHIN	3	2
5	VIEWTIFUL JOE 2	4	4
6	STAR FOX: ASSAULT	•	1
7	SECOND SIGHT	•	5
8	PAPER MARIO: THE THOUSAND-YEAR DOOR	5	5
9	TIMESPLITTERS: FUTURE PERFECT	•	1
10	BATEN KAITOS: ETERNAL WINGS AND THE LOST OCEAN	6	5

*Player's Choice and Most Wanted information courtesy of the NP Krew.

Future Release

KEY:
NINTENDO GAMECUBE
GAME BOY ADVANCE
NINTENDO DS

	MOST WANTED	PLATFORM	PRIOR POSITION	MO. ON CHART
1	THE LEGEND OF ZELDA	GCN	1	5
2	KILLER 7	GCN	2	14
3	ADVANCE WARS DS	NDS	•	2
4	MVP BASEBALL 2005	GCN	•	1
5	RAYMAN DS	NDS	5	2

Game Boy

Midnight Club: Street Racing—a mediocre, three-year-old driving game—appears on the sales chart, but Astro Boy, Shining Force and Advance Guardian Heroes don't make so much as a blip? Lots of people are missing out on some great games.

TOP-SELLING GAMES* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	THE INCREDIBLES	•	1
2	POKéMON LEAFGREEN	2	3
3	POKéMON FIRERED	1	3
4	THE SPONGEBOB SQUAREPANTS MOVIE	•	1
5	SHREK 2	•	3
6	NAMCO MUSEUM	7	12
7	MIDNIGHT CLUB: STREET RACING	•	1
8	KIRBY AND THE AMAZING MIRROR	5	2
9	CARTOON NEWTORK BUNDLE [GBA VIDEO]	•	1
10	SHREK 2: BEG FOR MERCY!	•	1

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	THE LEGEND OF ZELDA: THE MINISH CAP	1	3
2	METAL SLUG ADVANCE	2	2
3	FINAL FANTASY I & II: DAWN OF SOULS	3	4
4	KINGDOM HEARTS: CHAIN OF MEMORIES	4	4
5	GRAND THEFT AUTO ADVANCE	7	4
6	RACING GEARS ADVANCE	5	2
7	WARIOWARE: TWISTED!	•	1
8	KLONOA 2: DREAM CHAMP TOURNAMENT	10	3
9	SHINING FORCE: RESURRECTION OF THE DARK DRAGON	9	8
10	MEGA MAN ZERO 3	8	4

*Player's Choice and Most Wanted information courtesy of the NP Krew.

OK TO PLAY?

CHECK THE RATINGS ON EVERY VIDEO GAME BOX

EARLY CHILDHOOD EVERYONE TEEN

MATURE 17+ ADULTS ONLY 18+

ON FRONT

VIDEO GAME

ON BACK

EVERYONE

Comic Mischief
Mild Lyrics

ESRB CONTENT RATING www.esrb.org

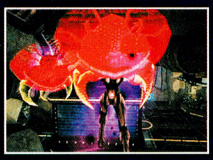
ESRB
Entertainment Software Rating Board
WWW.ESRB.ORG

SCREEN TEST

Conan O'Brien keeps asking us to become writers on his show, but we're keeping it real. If you, too, want to keep it real, send your best Screen Test lines to poweron@nintendopower.com.

Easy, granny. There's plenty of Leon to go around.

YOUR SCREEN TEST CAPTIONS



We said: Hey, lady, lose the hat! The folks behind you can't see!

Man, I hate these crane games. I never win the Samus doll. *—zalphos*

Does this make me look fat? *—vidkid*

Look at the cute little Metroid. Come here . . . aaaah! My head! My head! *—Gordon*

You know, I already have a helmet. *—James O.*

Note to self: No more blind dates. *—Kenny Y.*

Now THAT'S a Super Metroid! *—Jared W.*

Dude, groovy! We can eat for a year on this big 'ol crab! *—Lucas L.*

Eeeeew! That's it, no more discount plastic surgery for you. *—Tim K.*

Curse you, my parents, for giving me this huge head! *—Catguy*

Now coming down the catwalk is a model showing the latest in headwear. *—Zeldafan13*

She's a beaut, she is! I think I'll just inch up here . . . crikey! My upper torso! *—Evan K.*

And she still wonders why she never won the beauty pageant. *—Triforcedefender93*

When not blasting them to bits, Samus doubles as a Metroid proctologist. *—HippoPotomus*

Hey Junior, you don't restore my energy for two more games. *—Bobby R.*

OOPS! WE GOOFED!

In Volume 186, we ran a photo of the entire Retro development team. What we didn't know—and what an eagle-eyed reader named Metallic Yoshi brought to our attention—is that one of the designers has three arms. (Check to the right if you don't believe us.) That mistake was caught, but some other photo snafus have escaped notice. Check out our biggest photo gaffes of 2004. . . .

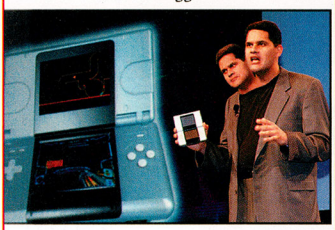
Behold the Retro gang in all its glory. Our mind is boggled by the fact that games as good as Metroid Prime and Metroid Prime 2 Echoes can be developed by such a small team—plenty of lesser games have teams twice this size.

There are avenues of play control that the video game world has not explored—until now. Many of the missions exploit the pin-point accuracy of the DS touch screen, demanding a steady hand and a clear head (much like your first date). And you'll play some

At times, the action is so intense that one hand isn't enough. For example, on the Antlion level, you can alternate pushing up with both thumbs to save your hero and his companions from hungry pincers deep within a desert sinkhole.

nter the Ni

months, all Nintendo president Saturo Iwata endo's DS. So when Reggie Fils-Aime raised



ce just filled with *Star Wars* via phone during the band's have a couple wearable nd almost all the toys." He *Star Wars: A New Hope*] from

great—though graphics get bette nology gets better each year, so I' better. The sound was also really movies if you turned it up loud. I from the movies in the middle of t

KONAMI

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UPPER DECK ENTERTAINMENT

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TEAM STAR FOX IS BACK IN ACTION.

This year shall henceforth be known as the Year of the Fox. Fox McCloud and his raucous team are back in action, ready to hit the Aparoid threat where it hurts. Taking cues from favorites like 1997's Star Fox 64 (N64) and 2002's Star Fox Adventures (GCN), Star Fox: Assault lets trigger-happy wingmen lay waste to hordes of enemies while on foot, on wheels, or in the cockpit of a tricked-out Arwing fighter. Prepare for takeoff.

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ON FOOT

LANDMASTER

ARWING

HEROES VS. VILLAINS

Our favorite members of the Star Fox team have returned, and they're joined by a sexy recruit named Krystal who first appeared in Star Fox Adventures. Get to know your pilots—they might just bail you out of certain doom.

FOX McCLOUD

Fox, the level-headed leader of the team, is the group's motivator. He is a skilled fighter pilot and a deft handler of firearms. Despite his feats of bravery, he is a calm, often humble individual.

FALCO

Think of Falco Lombardi as Han Solo to McCloud's Luke Skywalker. Brash, brazen and just a bit bold, this birdman is a vital asset to your squad, especially during hectic dogfights. Falco carries the official title of Ace Pilot.

KRYSTAL

Behind every great male fox is a great vixen. Krystal, the team's resident telepath, is also its newest member. We're not sure about her relationship with Fox McCloud, but they have chemistry. Aside from her smashing good looks, Krystal is handy with a blaster.

SLIPPY

Fighter. Mechanic. Amphibian. Dancer. The enigma known as Slippy Toad is all these things and more. Slippy brings up the rear during explosive combat, but his skill with a wrench more than compensates for his lack of bravado.

TEAM COMMAND

You'll hear pearls of wisdom over the din of battle throughout your adventures. Keep your ears perked for the vital intelligence reports and special briefings that General Pepper, Peppy Hare, ROB and Beltino will send your way. If you're having trouble taking out a pesky enemy or a rugged boss, heed the suggestions from your personal Fab Four.

GENERAL PEPPER

PEPPY HARE

ROB

BELTINO

ROGUES AND SCOUNDRELS

The depths of space play host to a cast of creeps that will cross paths with Fox and his crew throughout the game's 10 challenging missions. Each character has his own motivation and goals in mind, and will stop at nothing to punch your Arwing full of sizzling holes. Show no mercy.

LEON

OIKONNY

PANTHER

PIGMA

WOLF

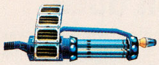
GROUND WEAPONS

A full arsenal of ranged weapons is available to Fox and his team when they're on foot. Crush your foes with firepower spanning from simple blasters to high-powered explosives.

BLASTER

The blaster is Fox's default weapon. It's a handy all-around pistol that can deal destruction with a lethal charged shot.

GATLING GUN



This baby can dish out pain to scores of enemies. It's not terribly accurate, but then again, it doesn't have to be.

HOMING LAUNCHER

Take out groups of ground forces or neutralize an aerial threat with a guided shot from this portable powerhouse.

MACHINE GUN

Smaller than the Gatling gun but packing more pep than the blaster, the machine gun is a solid choice when battling waves of forces.

PLASMA CANNON

One hit from the shoulder-mounted plasma cannon is all it takes to ruin your day. Beware of an opponent who's wielding this devestator.

SNIPER RIFLE

A steady hand is all you'll need to own the map when you're toting the sniper rifle.

BARRIER

When activated, the handy Barrier device bathes your character in a protective shield that will absorb damage for a short time.

SENSOR BOMB

Your enemies won't know what hit them once they've triggered this nasty explosive. Place the proximity mine in a high-traffic area.

GRENADE

This is one fastball you won't want to catch. Grenades are plentiful and are best used against clusters of baddies.

MISSION OBJECTIVES

Dire situations call for drastic measures, and each of the Star Fox team's missions will require you to adapt to changing battle conditions on the fly. Expect the unexpected, and prepare for intense dogfights in the air and dirty guerilla warfare on the ground while you accomplish the task at hand.

General Pepper will brief your team with intelligence and objectives before you enter the fray.

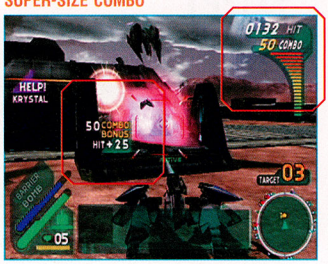
GOING FOR GOLD

It's not enough simply to win—true warriors strive for unconditional victory. Throughout each mission, expert pilots can assert their superiority by maximizing their enemy hit count, busting out damage combos and collecting hard-to-find flags.

CRAZY LIKE A STAR FOX

You can take out small fighter clusters with a powered-up shot from your Arwing to earn a Combo Bonus. Once you lock on to an enemy, he and his nearby buddies are toast. Wipe out entire squads at every opportunity.

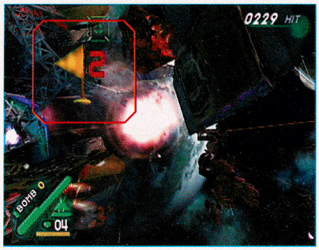
SUPER-SIZE COMBO



You can accumulate extra hit points by stringing together a succession of enemy takedowns. Keep the timed combo meter from emptying for as long as you can—you'll earn huge bonuses.

FINDING THE FLAGS

Each mission has five flags scattered around the playfield. Although some are easy to find, many are in your enemies' possession and must be taken by force. Collect as many as you can before you finish the mission—you'll need the flags to unlock bonus content later on.

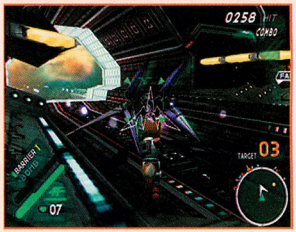


MISSION TALLY

Your combat score will be calculated at the end of each mission. From the Result screen you can determine which skills you've mastered and which ones need some improvement.

Skilled pilots may want to kick the game difficulty up a notch— not only will combat become more satisfying, but a Difficulty Bonus multiplayer will be factored into your score.

THICK-SKINNED



Both the Arwing and the Landmaster have a finite amount of armor. When you board a vehicle, take note of the secondary health meter that appears on your HUD. If it runs out, your vehicle will explode.

RESCUE RANGER

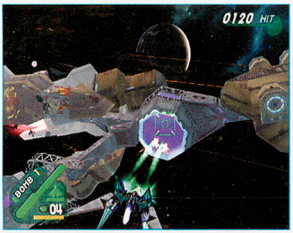
By protecting your posse you'll increase your chance of survival and gain friendship medals. Your teammates will occasionally drop weapons and power-ups that can save your hide. Medals unlock characters in Battle mode.

MISSION 1: FORTUNA

BRONZE: **450 HITS** SILVER: **1,100 HITS** GOLD: **2,300 HITS**

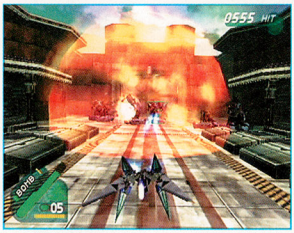
Oikonny and his gang of simian punks are on the offensive and dealing out heavy damage against the Cornerian fleet. It's up to the Star Fox team to even the odds. Lead your squad and cut through Oikonny's forces, then pursue their leader through planet Fortuna's lush, twisting canyons.

COSMIC CONQUEST



At the start of the mission, you'll square off against an entire fleet of Oikonny's ships. Target the purple power cores of large craft with powered-up blasts from your Arwing's cannon. Roll to dodge lethal blasts from the robot minibosses.

DOWN IN THE VALLEY



Fortuna's valleys are lined with missile batteries and antiaircraft cannons. Lay waste to everything in your path and blaze a safer trail for your comrades. Neutralize mobile robot forces with a smart bomb before they get a chance to fire.

BRASS MONKEY

Oikonny can run, but he can't hide. You'll corner the black-hearted ape for a showdown of epic proportions once you breach his base's security defenses. Dive and roll to avoid the giant robot's mammoth fists, then fire lasers or bombs at the exposed power cores on its palms. Oikonny will go down easily, but there won't be time for a victory dance—an Aparoid boss will crash your party. Singe its wings by pounding the circular emblems with laser fire.

MEDAL TIPS

If you want to maximize your enemy-hit stats, exterminate every foe in space and on Fortuna. Target individual segments and cannons on large spacecraft before going for their power cores—you'll rack up big combo points and uncover flags.

LOCK 'N' ROLL

Ace pilots will need to master a few basic but highly valuable Arwing features when pursuing prey or avoiding retaliatory strikes. Study these critical attacks and maneuvers in your quest for top-gun status.

TARGET LOCK

Charge your Arwing's laser by holding down the fire button. Aim the reticle over an enemy target to lock on to it; the powerful blast from your cannon will track your adversary.

BARREL ROLL

Don't panic when a dozen missiles are headed straight for you; do a barrel roll instead. Hold the L Button and veer your Arwing out of harm's way (and look really cool in the process).

SMART BOMBS

Save your Smart Bombs for critical battles since they are in short supply. They pack an extra wallop that's perfect against bosses.

UPGRADES

Hard-to-find weapon upgrades beef up your blasters; collect them on sight.

MISSION 2: KATINA

BRONZE: **400 HITS** SILVER: **1,100 HITS** GOLD: **2,300 HITS**

Following the victory over Andrew Oikonny, Star Fox and his crew descend to planet Katina to investigate a distress signal. Before your team can scream, "Ambush," your position is assaulted by waves of Aparoid forces.

GROUND ASSAULT

The battle begins on foot, where Fox is ambushed by hordes of vicious Aparoids and must blast his way out of danger. Pummel heavy units with charged shots from your blaster, or with rockets from the Homing Launcher.

ROLLING THUNDER

Board the Landmaster and destroy the targets marked on your map. Jet to high ground by pressing the Y Button and collect any power-ups you encounter. Heed the calls of endangered team-mates and eliminate pursuing Aparoid aircraft.

SECOND WAVE

Your team will detect a second wave of Aparoid targets during the battle; proceed to each marker and reduce them to scrap. Scour the rooftops, walls and hangar bays for objectives, health packs and weapons.

INSIDE JOB

Still can't find that elusive target? Check building interiors to discover hidden objectives. Climb to the roof of a building and locate its freight elevator. Ride the platform to ground level and fire away. Inspect walls and around corners for threats.

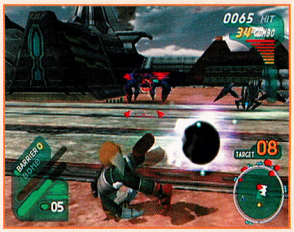
ARACHNAROID

Target the pink power core on the underbelly of the Aparoid beast. Once the robot sinks to the ground, hover your Landmaster and land on the boss's head. Continue to barrage the power core with fire until the dome glows, then jet to avoid damage. Repeat as necessary until the spider-giant goes down.

MEDAL TIPS

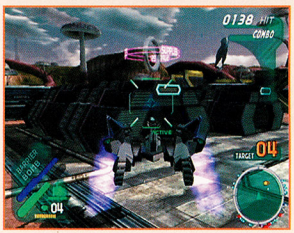
Earn a time bonus by completing the level quickly. Drive the Landmaster to your destinations—it's faster than foot travel, and safer, too.

DROP AND ROLL



Fox will be attacked from all sides. You can dodge enemy fire by pressing and holding the L Button, then tilting the Control Stick left or right.

AIRMASTER



The Landmaster can't fly like the agile Arwing, but it can hover using its jump jets. Press the Y Button to fire your boosters so you can jet up ramps and grab elevated power-ups. The Landmaster will rise for as long as you've got power, so keep an eye on the fuel gauge in the bottom-left corner of your HUD.

MISSION 3: SARGASSO SPACE ZONE

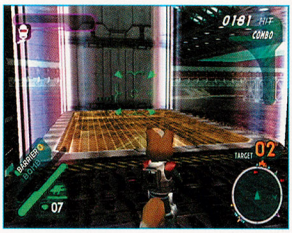
BRONZE: **400 HITS** SILVER: **900 HITS** GOLD: **1,500 HITS**

Just as Fox is about to recover the core memory from the corpse of the iron giant, Pigma crashes the party and snatches it from under his nose. Not to be outdone, the Star Fox team pursues the portly porker to the Sargasso Space Zone, only to catch heat from Ruffian and his gorilla gang.

ALL YOUR BASE ARE BELONG TO FOX

Time is limited, so head directly to each destination inside the base and use charged shots from your blaster or heavier fire from the Homing Launcher or machine gun to take them out. Leap over rolling barrels on the ramps by pressing the Y Button. Destroy the source of the killer kegs with a few charged blaster shots.

WHAT FLOOR, MR. McCLOUD?



After you've destroyed the targets on the space station's first three levels, ride the elevator to the top floor and bag your last two. Monitor the threat meter in the top-left corner of your HUD; you'll fail the mission if it fills completely. When the action outside gets too hot, jump in your Arwing and assist your compatriots.

STAR WOLF & CO.

Jump into your Arwing's cockpit after you've gained control of the base. Take down Wolf, Leon and Panther with charged shots from your cannon. Space will be thick with enemy fighters, antispacecraft turrets and missile fire, which will force you to push your Arwing's handling to its limits. Help teammates under fire before it's too late; rocket to their aid using the Y Button for a speed boost.

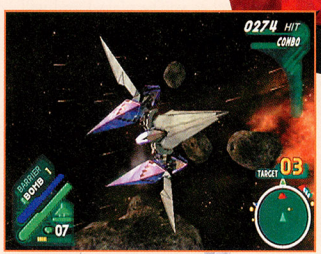
MEDAL TIPS

You can rack up hit points by eliminating all ground forces inside the space station. Pick off your enemies from a high perch with the sniper rifle. During your dogfight with Wolf and his gang, shoot down asteroid-mounted turrets and drone spacecraft to earn a high mission score.

FANCY FLYING

From the moment your Arwing leaves the space station, Wolf and his team of interstellar thugs will be hunting you. Only by employing evasive maneuvers during your dogfight will you live to fight another day.

SHAKE YOUR TAIL



There are two ways to shake enemies (and their missiles) off your six. To perform a loop, flick the C Stick upward. Your Arwing will execute a vertical loop, which will confuse tracking munitions. You can also tilt the C Stick downward to pull off a 180. It's an effective tactic that will turn you from the hunted into the hunter. Pursue your foes and turn them into dust.

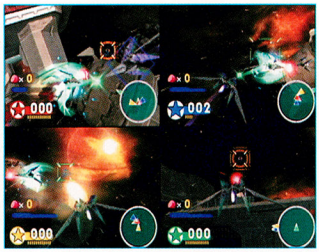
HUNTING IN PACKS

Star Fox: Assault features a split-screen Vs. mode that allows up to four friends (or foes) to stir up some multiplayer mayhem on land, in the skies or in the vacuum of space.

GREAT FOX

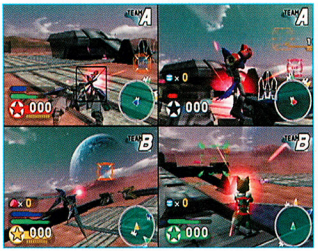
This Arwing-only battle arena boasts high-flying combat outside the confines of the *Great Fox*. Avoid colliding with the mother ship while searching for nearby power-ups. Use the massive vessel as a shield against cannon fire.

OUTER SARGASSO HIDEOUT



Return to Ruffian's space station for a rockin' redux of out-of-this-world dogfighting. You'll need to dodge asteroids as well as unrelenting assaults from your opponents.

KATINA OUTPOST



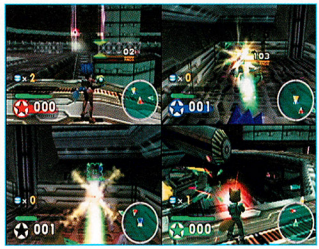
Duke it out at the Katina Outpost minus the flood of Aparoid foot soldiers. Aside from foot combat, you'll have the option to jack an unattended Arwing or Landmaster to shake things up.

SIMPLE MAPS

The Simple maps available in multiplayer mode offer more variety for your battlefield selections (see Break the Rules to the right). Three environments are available from the start, and two more are unlockable.

PERSISTENCE REWARDED

You can unlock extra multiplayer maps by finishing the story mode. Completion of all 10 missions will open up competitive versions of many of the game's environments. Play Vs. mode often—Star Fox: Assault records the number of matches you've played and will unlock even more maps, weapons and features after you've logged a few dozen games.



BREAK THE RULES

Laws are meant to be broken (or at least changed now and again). Each Vs. map can be tailored to fit your mood and that of your opponents. Spice up the action with a Homing Launcher Clash, or snipe to your heart's content.

The game's feature-packed multiplayer component empowers you to tweak the rules, vehicles and weapons in your Vs. sessions. Minor adjustments can change the gameplay dynamic vastly, giving twitchy pilots countless hours of replay value.

Some levels, such as Simple Map 1, allow you to add or subtract vehicles from the arena. Highlight and select the item you want to toggle, and press the A Button to change its status. It will appear grayed out if deselected.

Relive the glorious 8-bit Combat days by hosting a vehicle-only conflict. Pilots will be unable to escape the burning shells of their damaged Landmasters or Arwings.

FIGHT!

Pick up an extra pack of batteries for your WaveBird controllers and get ready for some heated competition among friends. We've offered only a taste of the many adventures in Star Fox: Assault. In next month's issue, we'll cover even more intergalactic mayhem.

PROVE YOUR SKILLS.

KLONOA'S floppy ears perk up as the Dream Champ Tournament is announced. Packed with traps, hoverboard races and wacky puzzles, this looks to be the beginning of an extraordinary adventure. The competition is fierce, but Klonoa is determined!

EARN THE TITLE OF "GREATEST HERO".

KLONOA®2 Dream Champ Tournament

EVERYONE E — Visit www.esrb.org for updated rating information.

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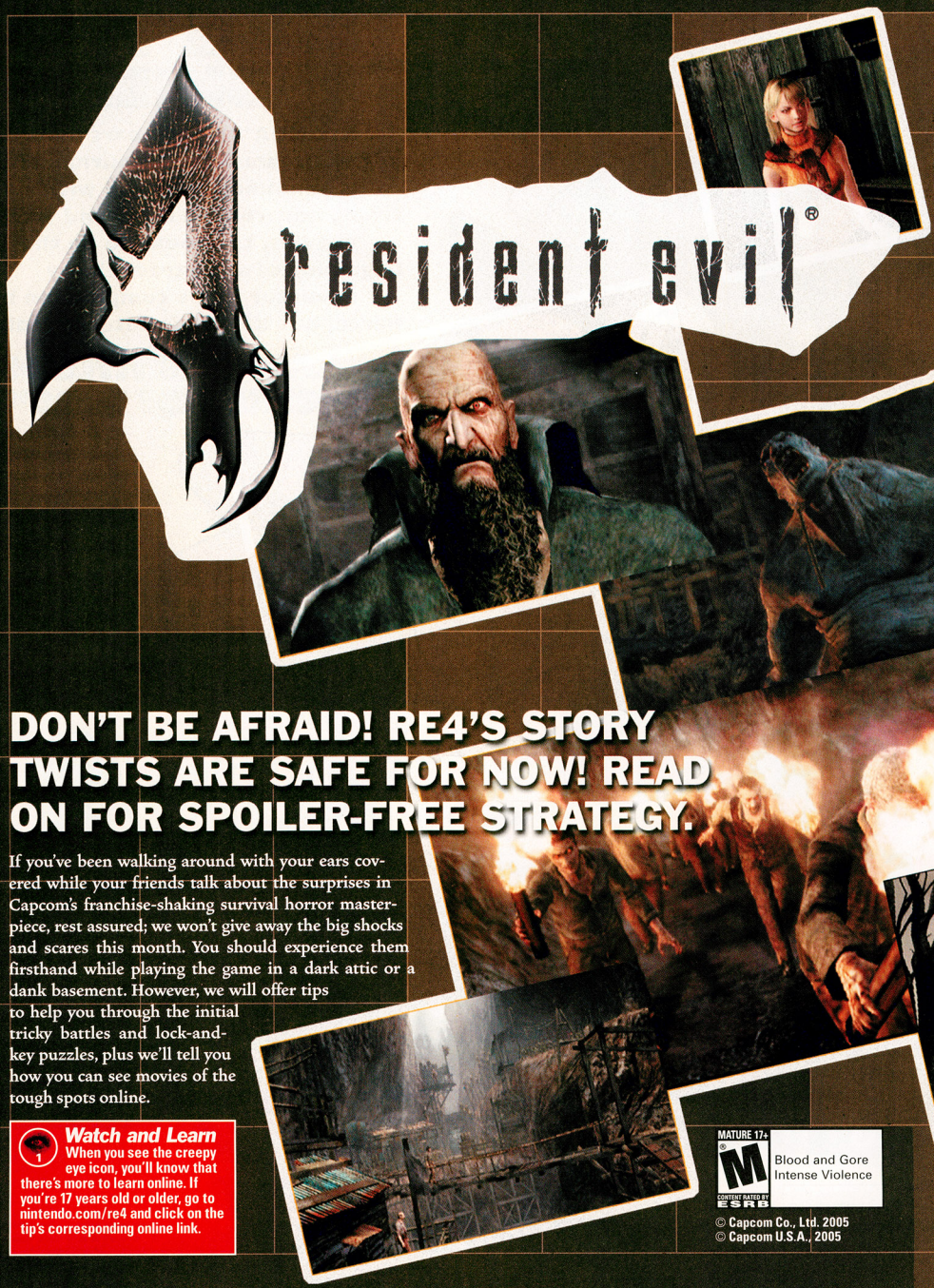

DON'T BE AFRAID! RE4'S STORY TWISTS ARE SAFE FOR NOW! READ ON FOR SPOILER-FREE STRATEGY.

If you've been walking around with your ears covered while your friends talk about the surprises in Capcom's franchise-shaking survival horror masterpiece, rest assured; we won't give away the big shocks and scares this month. You should experience them firsthand while playing the game in a dark attic or a dank basement. However, we will offer tips to help you through the initial tricky battles and lock-and-key puzzles, plus we'll tell you how you can see movies of the tough spots online.

Watch and Learn
When you see the creepy eye icon, you'll know that there's more to learn online. If you're 17 years old or older, go to nintendo.com/re4 and click on the tip's corresponding online link.

MATURE 17+
M
CONTENT RATED BY ESRB
Blood and Gore
Intense Violence

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FIT FOR SURVIVAL—BASIC TACTICS FOR BIG BATTLES

RE4 emphasizes fighting over puzzle solving, offering a more action-oriented buzz than any other game in the series. The over-the-shoulder camera gives you a stronger sense of direct control than ever before, too. Lead Leon into the fray and watch your back, as the creatures come from all angles. Press Down then B if you want to turn around in a hurry.

Save Ammo with Leg Shots

Ammunition is not as scarce in RE4 as it is in other games in the series, but it never hurts to watch your bullet count. When you're fighting an enemy one-on-one, plug the beast with a shot to the leg, then move in for a finishing kick or a few quick slashes with your knife. If you end up with loads of extra ammunition, you can sell it to the merchant.

Break up Crowds with Explosives

You'll find no better tool for wiping out a large group of attackers than a grenade. Flash grenades stun enemies for a few seconds, allowing you to pick them off with a gun easily. Other types of grenades do the work all by themselves. If you've run out of grenades, the next best tool for crowd control is the shotgun. It knocks most enemies to the ground, letting you keep the attackers at bay.

A Different Weapon for Every Occasion

Handguns are great for headshots and precision attacks (shooting torches and dynamite sticks out of the hands of villagers). Shotguns give you enough power to eliminate some enemies with a single shot. A scope-equipped rifle is perfect for taking down enemies from a long distance and thinning out a large group before it can mount an attack.

Search Dark Corners for Hidden Prizes

Ammunition and treasures are hidden away in many of the game's dark areas and out-of-the-way alcoves. Although exposed items are easy to locate because of the cones of light that surround them, many valuables are stored in crates or are otherwise obscured from view. You may have to shoot them down from a high perch or use your knife to gain access to them.

Make Money, Spend It Wisely

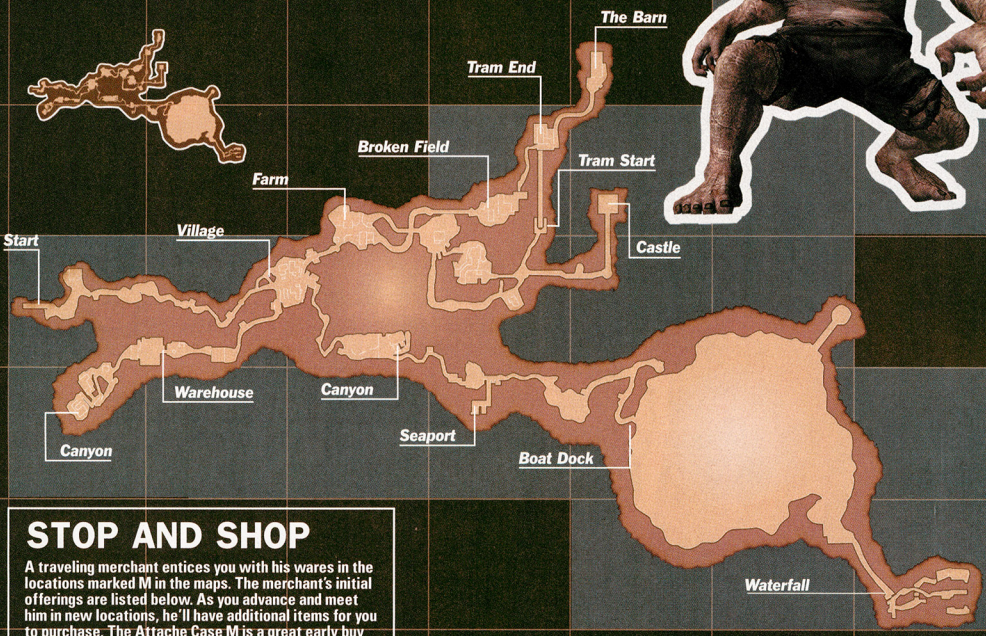
By defeating enemies and searching the environment, you can collect pesetas (ptas), which you can trade with a traveling merchant for items, weapons or weapon upgrades. Some items that would have been puzzle-solving keys in a previous Resident Evil game are pure treasure this time around. You can sell items to the merchant, then use your profits to buy something you really need.

Resident Return

Resident Evil 2's maverick cop Leon S. Kennedy makes his comeback as a man with a tough mission.

A VILLAGE INFECTED

This issue's strategy coverage encompasses the events that take place in and around the European village mapped below. At the start of each section, we'll show a zoomed-in village-and-vicinity map that has the current section highlighted. Magnified areas on the close-up maps detail building layouts and item locations.



STOP AND SHOP

A traveling merchant entices you with his wares in the locations marked M in the maps. The merchant's initial offerings are listed below. As you advance and meet him in new locations, he'll have additional items for you to purchase. The Attache Case M is a great early buy that increases your carrying capacity.

BUY MENU	PRICE
Attache Case M	30,000 ptas
Treasure Map (Village)	10,000 ptas
Handgun	8,000 ptas
Shotgun	20,000 ptas
Rifle	12,000 ptas
TMP	15,000 ptas
Rocket Launcher	30,000 ptas
Scope (Rifle)	7,000 ptas
First Aid Spray	10,000 ptas

HANDGUN TUNE-UP	PRICE
Firepower Lv.2	7,000 ptas
Firing Speed Lv.2	5,000 ptas
Reload Speed Lv.2	4,000 ptas
Capacity Lv.2	4,000 ptas

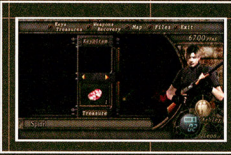
SHOTGUN TUNE-UP	PRICE
Firepower Lv.2	15,000 ptas
Firing Speed	N/A
Reload Speed Lv.2	7,000 ptas
Capacity Lv.2	8,000 ptas

Ready Your Weapons

The merchant can upgrade your weapons in four areas: firepower, firing speed, reload speed and capacity. When you're fighting off large groups of enemies, reloading is tricky. Increase the capacity of your weapons to make it less of an issue.

Healthy Herbs and Eggs

Health-replenishing herbs are a Resident Evil standby. Green herbs heal wounds. Red and green herbs combined are more powerful. Yellow and green herbs combined lengthen your health bar. Eggs are also healing agents. You can get them from chickens or by shooting snakes.



Add Value to Treasures

Combined treasures are worth more than the sum of their parts. If you find treasures that fit together, you'll get more money from the merchant by selling the fused item than you would if you were to sell the items separately. Examine treasures for ways to piece them together.

THE SEARCH FOR ASHLEY GRAHAM

The disappearance of the United States president's daughter, Ashley Graham, has led you to investigate a small out-of-the-way European village. The weather is unusually cold, and the villagers' attitude toward you is even colder. You won't get out of the village alive unless you exercise steely justice.

1 Rude Welcome

On your way to the house outside of the village, fire at the crows for cash. After you enter the house, gun down the first infected villager before he slices you, then run up the stairs, nab the handgun ammo and jump out of the window. You'll take on three more villagers outside.

2 Animal Actions

You'll find a typewriter, ptas, an herb and ammo in a shack. Collect the items and save your progress. Outside the shack, fire on two crows to expose money and a hand grenade, then walk down the path and help a wolf out of a bear trap. The wolf will return the favor later, in your first battle against El Gigante.

3 Dangerous Junction

You'll find explosives attached to trees in a small clearing, with a trip wire strung between them. There's also a bear trap nearby. You can set off the explosives by firing at them and trigger the bear trap with your knife, or avoid the whole mess by walking around it.

4 Shack Attack

With the gate to the village in your sights, you'll see a shack to your left. A creep with an ax waits for you inside. Stand back and shoot.

5 Village Standoff

After you enter the village proper, collect all of the items you can find (herbs, ammo, eggs and the like). Then enter the building that houses the shotgun. After you collect ammunition on the ground floor, climb the stairs, grab the gun and run to the bed, where you'll find shotgun ammo. A villager's chainsaw revs in the distance. Wait inside with your back against the wall and take on the attacking Ganado. It'll take several shotgun blasts to deal with the chainsaw wielder. Don't let him get too close!

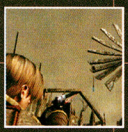
6 Farm Finds

Enter the farm, hop the fence and read the blue notice that's hanging from the tree. It'll tell you about the blue medallions (see the box to the right for more info). Dispatch the infected farmers and search the area for items, such as eggs and ammunition. You'll find a pendant hanging over a well (shoot it down) and a beer stein next to a barn.

7 Canyon of Explosions

As you follow the trail that leads from the farm to a canyon, a boulder will run you down. When button instructions appear onscreen, follow them to jump out of the way. Walk through a tunnel, shooting down shiny prizes as you move, then proceed cautiously to a group of dynamite-tossing bad guys. Trigger explosive traps, then kick down a door.

Search for the Blue Medallions



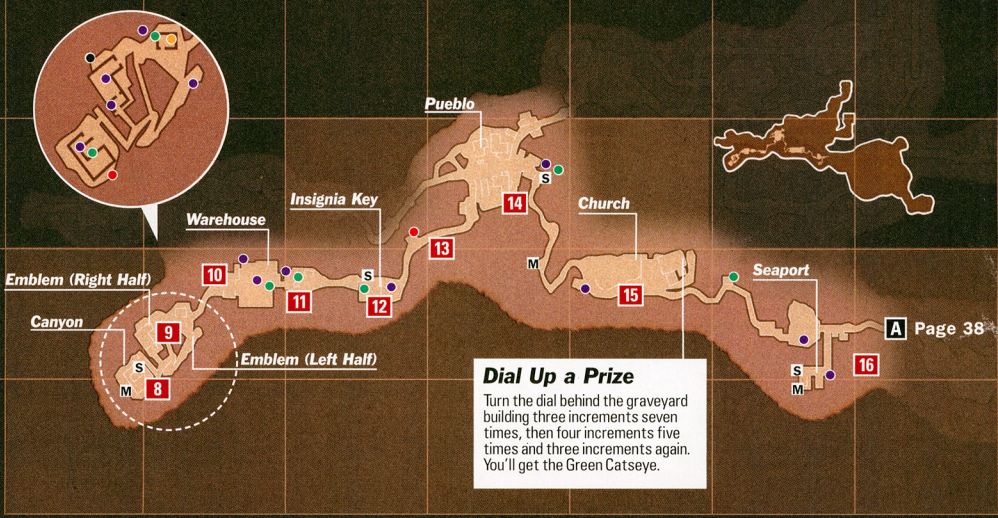
There are 15 blue medallions hanging from perches at the farm and in the surrounding areas. Look up and around to seek them out, and shoot them down with your pistol. Some are hung in unusual places, such as the arm of a turning windmill, so it might take a few shots to knock them down. To find every medallion, look for blue dots on your in-game map.

Punishing Prize

After you hit 10 blue medallions, you'll learn that you can acquire a new weapon from the merchant—the 9mm Punisher—at no cost.

KEY CONFLICT

Chapter 1-2 will begin with your character tied to rogue Luis. After a brutal separation, you'll go your own way and end up in a makeshift canyon village that's populated by Ganado. You'll escape the area by finding two pieces of a key.



Dial Up a Prize

Turn the dial behind the graveyard building three increments seven times, then four increments five times and three increments again. You'll get the Green Catseye.

8 Arsenal Upgrade

As you leave the house, turn left around the corner to meet up with the merchant. You'll find his initial list of items on page 34. Make your purchase, then move on to the canyon settlement nearby.

9 Emblem Scramble

You'll find the two halves of an emblem in treasure chests close to the entrance to the canyon settlement. Fire on the attackers and explosive red barrels as you make your way to the items.

10 War in the Warehouse

Use the combined pieces of the emblem to unlock a gate, then move on to the warehouse. Inside, you'll battle blade tossers. Shoot the weapons out of their hands or out of the air.

11 Up Against Explosives

When you reach the dynamite-tossing creatures, wait behind the metal container and pick off the beasts. Once the area is clear, trigger traps with your knife and advance to a place where you can slash through loose boards.

12 Rotate and Roll

You'll reach a locked door that is decorated with an orb. Turn the orb so the symbol inside matches that of the screenshot above. Turning it up once then to the right or left will do the trick.

LAKE RETREAT

During a short trip through a spooky house, you'll find the Insignia Key and have a brief conversation with man of mystery, Sadler. It will raise more questions than it will answer. After you leave, you'll advance to a small lake for more villager-bashing action.

13 Chainsaw Reprise

A chainsaw-equipped enemy will catch up with you either inside or outside of the house. Keep the creature at bay with shotgun blasts. Reload or switch to a grenade when he's on the ground.

14 The Village Revisited

On your way to the lake, you'll return to the original village area. Stun large groups of attacking Ganado with flash grenades, then use the Insignia Key to enter the church.

15 Graveyard Target Practice

There are seven blue medallions in the area around the church graveyard. If you shoot them down, you should have enough of them to collect the Punisher from the merchant. Before you return to him, rotate the dial behind the building using the instructions on the map on page 36.

16 Rickety Walkway

A wooden walkway leads to the swamp. As you advance along the path and jump over holes, eliminate enemies and shoot down the last of the blue medallions.

17 Swamp Stomp

Before you reach the lake, you'll trudge through a villager-packed swamp. The people will wade out with you and fall back when you knock them down. They'll be submerged, but be careful. You can never be certain when they're going to come back up. Try to get the creatures to walk into the trip wires and set off the explosive charges.

18 Save then Swim

Before you get into the boat, enter the nearby shack to collect items and save your progress. The next battle will be like nothing you've seen in a Resident Evil game, and it'll pay to be prepared.

19 The One That Got Away

A boat tour on the lake will quickly turn into a struggle for survival when a sea creature snags your anchor and pulls your boat around the lake. You'll start by heading straight for a stump. Steer around it, then engage your weapon (an endless supply of harpoons) and target the beast. If the monster heads for another stump, let go of the weapon and steer to avoid a collision. If you hit a stump or run into the monster, you'll end up in the water and have to make a mad swim back to the boat. Don't relax after the battle's won—you'll have to cut the rope as the creature sinks, or go down with it.

THE FIRST DAUGHTER FOUND

Ashley Graham is in the church. Once you pry her from the grip of the Ganado herd, you'll have to escort her to a safe area. She's quick and nimble, but unable to protect herself. While she's under your care, you must clear the way for her and keep enemies at bay. The route to the extraction point leads right through the village.

20 Crate Expectations

Following a twist-revealing encounter with a pair of enemies, you'll head for the water then rappel down a cliffside. While on the docks, shoot down hanging crates. They'll drop into the water, float downstream and create a stepping-stone path across the water. Once you're on the other side, climb up a ladder and pull a lever.

21 Passage to the Port

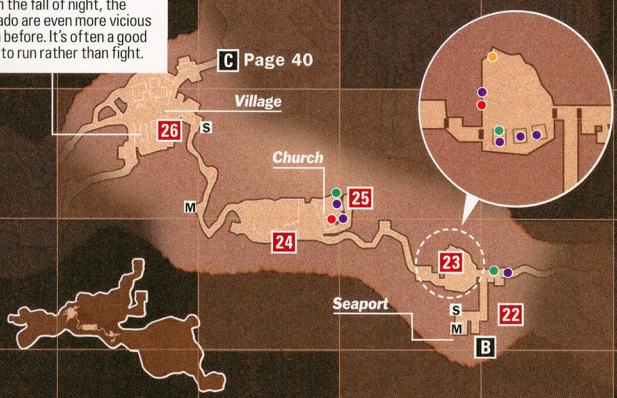
The lever shuts off the waterfall, revealing a passage. As you make your way to the passage, you'll encounter a pack of Ganado. Run past them, then turn and toss a grenade. Go through the passage and take a boat to the port.

22 Tune Up for Battle

El Gigante is close. Before you take on the beast, save your progress, tune your weapons and purchase First Aid Sprays from the merchant. You'll need all of the help you can get in the battle ahead.

Nighttime, Fright Time

With the fall of night, the Ganado are even more vicious than before. It's often a good idea to run rather than fight.



23 Smash and Grab

The El Gigante's fists are big enough to pummel you with one blow. Stay away from him, collect ammunition from the shacks around the arena and attack when you've got a clear shot. If you saved the canine from the bear trap at the beginning of the adventure, it'll show up during the battle and distract the El Gigante—the perfect chance for you to reload your guns.

24 Plague Dogs

RE4 is so different from other games in the series, it's comforting to see that some things haven't changed. When you return to the graveyard, you'll encounter angry wolves—an RE staple. Fire before they pounce, then run.

25 Color Combination

Climb a ladder inside the church, jump onto the chandelier, swing with it then leap to the balcony. At the light controls, turn the red one twice, green one three times and blue one once, then combine colors to unlock a gate.

26 Run for the Farm

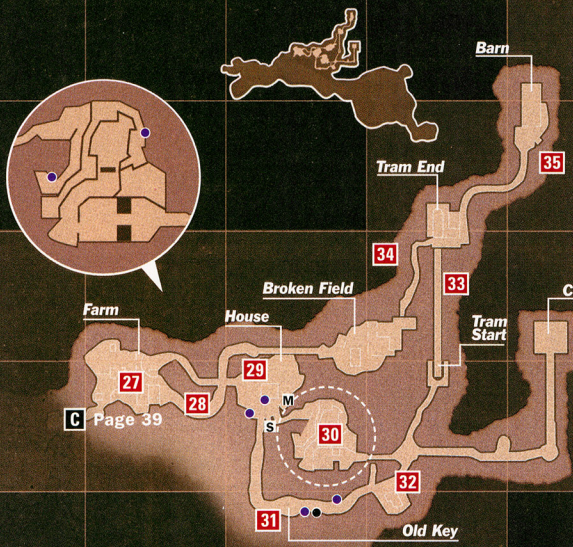
After you find Ashley in the church, you must lead her to the extraction point. Run through the village while watching your charge, and keep the villagers away from her.

27 Go to the Gate

When you enter the farm, you can blaze through the Ganado with Ashley behind you or have her hide in the box near the entrance. If Ashley's with you, shoot out the Ganado's legs and move on. If she's hidden, finish off every enemy and shoot at every bear trap. Once the coast is clear, call Ashley, lead her up to the barn loft then advance to the locked gate. Boost her up over the gate. She'll unlock it from the other side.

28 Get Goods

You've got another big battle ahead of you. Take the time to barter with the merchant. Get First Aid Sprays and tune up your favorite weapons.



29 Cabin Fever

The villagers are closing in on you. Your only chance for survival is a standoff inside a two-story cabin. You'll meet Luis there, and Ashley will hide on the second floor. Push bookcases in front of the windows and hunker down for a big battle. Luis will fight alongside you. When the ground floor gets too crowded, run upstairs, collect grenades and fight off the baddies from the top of the stairs. After the creatures crash through the windows, knock down their ladders and keep fighting.

30 Break Left . . .

A new chapter begins with your choice between a left and a right passage. If you go to the left, you'll snake through a crew of Ganado on a wooden structure. Hide Ashley in metal containers while you fight. When you're ready, jump to the ground, take on the chainsaw-carrying hags and use their key to unlock the door.

31 Or Break Right

An El Gigante waits on the path to the right. You can stun the beast by making boulders fall onto it or by hitting it with flash grenades. Use the extra time to get away. Slash the chains on the doors then keep moving. If you're cornered, you'll have no option but to defeat the beast. Hit it with all you've got.

32 Escape by Air

Near the tram station, you'll find a note from Sadler to his followers. Save your progress, then take off for the station and hop onto one of the platforms.

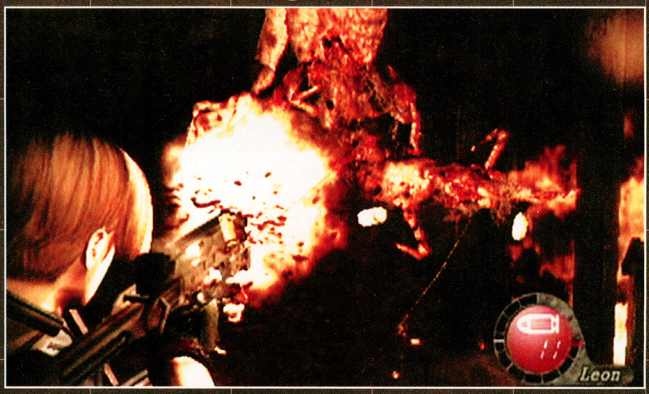
33 Blast the Blades

As you ride on the tram, Ganado will toss hatchets at you from the cliffside and from platforms going the other way. Fire at the flying blades to knock them out of the sky, and hit the blade tossers to knock them off their platforms. When you reach the other side, search the tram office for items, then head down the stairs outside.

34 Catseye Detour

A narrow dead-end cave leads to a Yellow Catseye. You'll take on Ganado one or two at a time as you journey into the darkness. Once you have the treasure, combine it with the beer stein to make the item more valuable.

35 Sadler Transformed

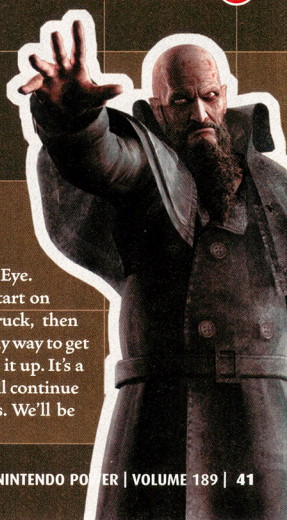


You'll enter the battle with Sadler on your own. After you avoid his lunging attack in an interactive cut scene, you'll take on his tall form. Climb the ladder and shoot at him from above.

When the boss transforms, he'll be more mobile, flying from one support to the next. Fight him from the ground level, keeping your distance and shooting as rapidly as you can.

FALSE EYE, REAL SCARES—THE JOURNEY CONTINUES IN THE CASTLE

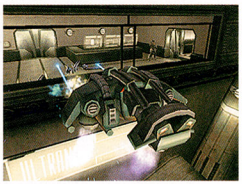
The prize from your fight against Sadler is the False Eye. You'll use the item to open the castle gate. As you start on the path, you'll have a run-in with a runaway truck, then encounter Ganado—lots and lots of Ganado. The only way to get away from them is to cross the drawbridge then pull it up. It's a one-way trip from there into the castle. The story will continue next month, but we won't be side-stepping spoilers. We'll be meeting them head on. Prepare for more scares.



THE LOWDOWN ON FREE RADICAL

With SECOND SIGHT receiving tons of critical praise and TIMESPLITTERS: FUTURE PERFECT due out in March, we take a closer look at one of the best design houses around.

If you're a fan of first-person shooters, you're already familiar with the work of Free Radical. The England-based development company employs some of the best and brightest minds in the biz, including the brains behind GoldenEye for the Nintendo 64. Since forming in the late '90s, the company has put together an impressive résumé that includes the TimeSplitters series, which combines action, humor and fantastic level design with incredible multiplayer action and a frame rate that's smooth as melted butter. In anticipation of the latest entry in the franchise, TimeSplitters: Future Perfect, we sat down with producer David Doak to discuss all things FPS. (And this is just a warm-up—we'll have a full TimeSplitters: Future Prefect preview next month.)



INTERVIEW: David Doak, Producer, Free Radical

Nintendo Power: How long have you been working on TS: FP? How big is the development team?
David Doak: We started when TS2 was finished (end of 2002). The peak size of the dev team was around 50 people.

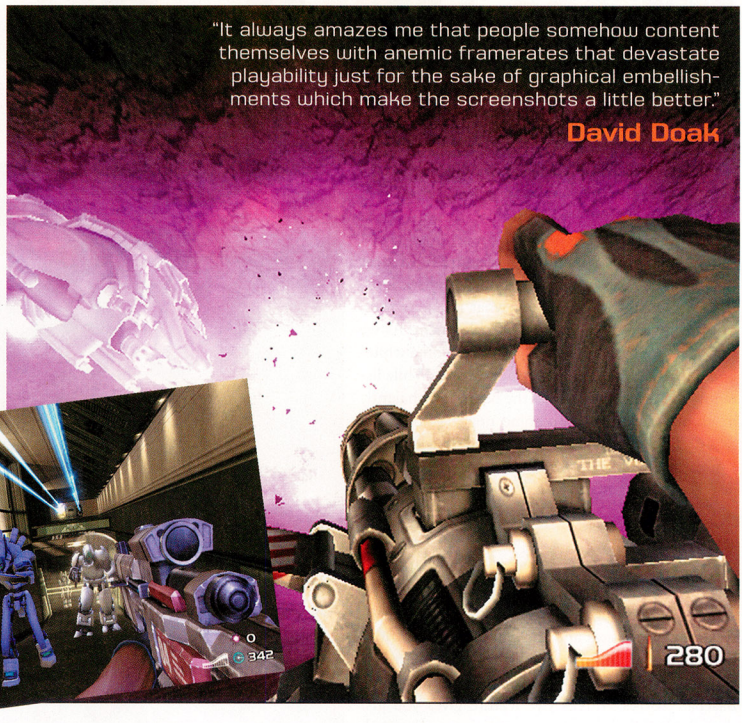
Are you using the same team that worked on TS2?
Same core development team, although a few people had migrated on to the Second Sight team. However, a lot of the team are new to Free Radical and it's been really impressive to see the quality of the work that they've put into the game and their obvious love of the TimeSplitters world.

Free Radical seems to be obsessed with the idea of time and time travel. Are you all big sci-fi buffs, or what?
TimeSplitters was originally conceived as a vehicle for bringing multiplayer variety to a new FPS and the sci-fi time travel just served as a big wrapper for that package. The "time travel" in Second Sight is a fundamental part of the flashback narrative (i.e., much less of a traditionally hard-core sci-fi approach).

Are there any books or films that have been inspirations for your stories?
I've always loved Phillip K. Dick and his ilk—the guys who were burning off potboiler stories for magazines in order to make a crust, but who were also somehow pushing the boundaries and defining genres which have not really been improved upon in the last 20 years. The storyline in TS: FP has also certainly drawn inspiration from the lightness of touch that is apparent in, say, the *Back to the Future* and *Bill and Ted* movies.

Comedy is tough, but Free Radical games always have a dry and wicked sense of humor. Do you struggle to write good jokes, or do they come naturally?
I think that the company is certainly predisposed to putting humor in the games (even Second Sight—which was much more serious than the TS titles). An important thing that I should point out is that there are a lot of people writing content. The lead animation staff were major contributors to the story script and the level designers were the primary authors of the in-game gags. The key is to not try too hard and to be prepared to be critical of your own work. Hopefully, the dryness and wickedness comes from the inevitable in-house peer review of content (i.e., if something isn't funny then people aren't shy about letting you know).

The TimeSplitters games are really smooth, and they move unlike any other FPS titles out there. How do you make that happen?
We make it happen because it is a fundamental goal for our TimeSplitters games. With a first-person shooter, responsiveness is a critical part of the playability of the game and we feel that it is simply not acceptable to compromise on this. It always amazes me that people somehow content themselves with anemic framerates that



devastate playability just for the sake of graphical embellishments which make the screenshots a little better. Obviously there's always a trade-off between graphical complexity and framerate but, and here's the thing that is very misunderstood, complexity in itself doesn't make things look better. I think we have very high standards and pursue a degree of craft and care in our art which most people just don't bother with. The same thing can be said for our in-game animation—most of the stuff I see in other games (particularly FPSs) would just not cut the mustard for us. Good animation + high framerate = smoothness. But this can only be achieved with hard work and discipline from the whole dev team. The framerate fiascos that sometimes show up in even high-profile games are almost always due to a whole slew of features being thrown together which cumulatively kill the performance.

How does your team approach a game like TS: FP? Is it story first and then level design, or vice versa?

With TS: FP an important goal from the start of the project was to ensure that the story was as strong as possible, as the previous TimeSplitters games had been relatively light on story (TS essentially had none and TS2 was a collection of episodes tied together by Cortez and Hart's search for Time Crystals). We decided to strengthen the continuity by making Cortez the character that the player controls throughout the story. Basically, he is on a mission to find out where the TimeSplitters and their technology came from and to attempt to destroy them. Of course, Cortez's mission takes him on a rollercoaster journey through a whole range of exciting locations and time periods. So the story was a fundamental part of the design process, but it's not just that simple; the art team obviously had strong ideas about what kinds of environments they would like to build and also what would look suitably impressive. Essentially we began with a short list of locations/time periods and then crafted the story flow to incorporate them. A more concrete example of incorporating story elements into the level design can be seen in the "meet yourself" sections in some of the story levels. Given that the game is based on the premise that time travel really happens, we felt that it would be cool to have Cortez meet up with and cooperate with future versions of himself. In these sections the player experiences the events twice —once as each version of Cortez—it's a lot of fun.

Are there any video game minigames in TS: FP?

Not in the same way as TS2. TimeSplitters: Future Perfect has ended up being a considerably bigger game than its predecessors and we haven't been able to allocate resources to develop stand-alone minigames. Having said that, the story game incorporates interesting puzzle games and boss fights which are a considerable advance on what we have previously attempted.

How many multiplayer arenas will TS: FP have?

Twelve brand new ones plus three old favorites which have been spruced up and graphically enhanced. Of course, with the enhanced MapMaker you will be able to make an unlimited number of your own levels!

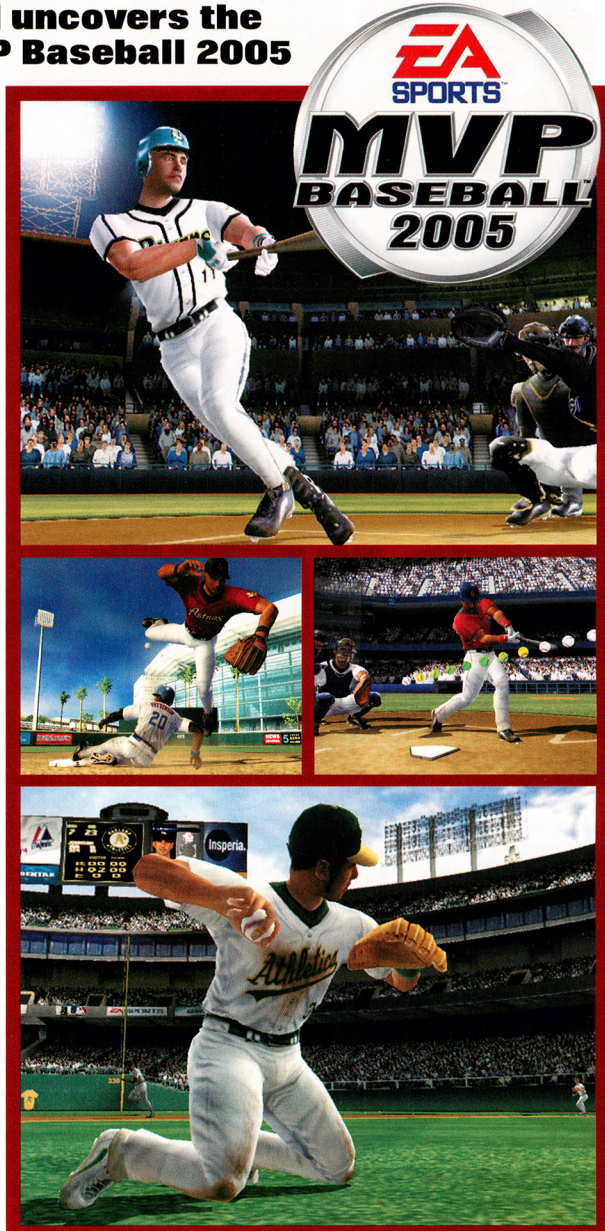
What's next for the team? Anything big on which you'd like to give us an exclusive scoop?

Em, as is traditional, we're keeping quiet on this for the moment. ;)

Wait Until This Year

NP's George Sinfield uncovers the facts about EA's MVP Baseball 2005

When EA recently sent us a preview build of this year's MVP Baseball update, it reminded me of my meeting last winter with producer Brent Nielsen at EA Canada's studio in Burnaby, BC, to learn about the first entry in the series to reach the GCN. Although the 2004 edition is a feature-filled treat that brought baseball gaming to a new realistic level, I couldn't help thinking about what Nielsen's team might do with another year of development. As we said our goodbyes in the hallway, I fixed on a white-board that had the heading "2005 Ideas." While listening to Nielsen, I surveyed the board nonchalantly in an attempt to pick up some nuggets about the 2005 edition. I didn't get much then, but now that I've got the build in my hands, I'm here to tell you, just like Johan Santana would, it's got good stuff.



The Pitch

The prospect of hitting a Randy Johnson slider should be daunting for anyone who has less-than-superhuman reflexes and the will to live. But if you know that it's going to be a slider, you might have half a chance to adjust your swing and connect. MVP Baseball 2005's Hitter's Eye feature gives you just that: the ball flashes a color that indicates the pitch type as it's leaving the hurler's hand. It's akin to a batter seeing the pitcher's grip or the ball's midair rotation. Another helpful adjustment from previous versions is the batter's ability to move in the box. If you get the feeling that you're going to get a pitch on the outside corner, you can step in for a better chance to pull the ball. These aren't world-rocking additions, but they make a great hitter interface even better and they might add up to a few extra clutch hits. I, for one, could use the help. Pitching has also seen some minor yet impactful improvements, resulting in a more precision-oriented pitching meter. A yellow area with a small green stripe at its center replaces the solid green area seen in previous editions. If you deliver the pitch when the moving marker is in the yellow rather than on the stripe, the pitch will be a little early or a little late and slightly off target—a big deal if you're trying to paint the corners with a control-oriented pitcher or if you're trying to hit the strike zone with a power pitcher. The game also makes the transition from a catch to a toss more fluid and more gracefully athletic, which means that you'll see more spectacular plays in the field.

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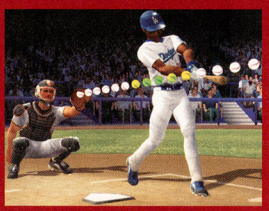
The Show

As an avid fantasy-baseball player (in our fantasy league last season, staff writer Steve Thomason slid past me during during the final weekend to steal a first-place finish), I like the idea of being able to manage every aspect of my team's operation. Last year's Dynasty mode did a good job of dealing with player personnel and team chemistry, and it continues to work well in the 2005 iteration, with some small enhancements. But the exciting news for baseball tycoons in training is the addition of Owner mode, which gives you control over financial details such as concession prices and TV contracts. You can draft or hire staff members. And, with the addition of Single A ballclubs, your organization is four teams deep (minor leaguers who have spent at least a day in the majors are represented in the game). Once you've selected your team, you're free to name your ballpark and set its configuration. It begins as a basic 20,000-seat venue, but you can purchase upgrades including scoreboards, additional seating, lighting banks and even a restaurant as you earn cash. The better your team and ballpark are, the more fans you'll attract and the more money you'll make. You can even bring in fans by giving away items such as magnetic calendars and baseball caps. Of course, if you're not a micromanager, you can skip the small details and still have a great time as an owner-manager-player.

Before the season begins, you can train your players by submitting them to Spring Training exercises. The three baseball-skill minigames are also available from the main menu. The batting test squares you off against pitchers of increasing effectiveness in a park that has ramps in the outfield (which, unlike Minute Maid Park's flagpole, are helpful). Your goal is to hit the ball a set total distance, given the general location of each pitch and a target area to hit. If the ball bounces off one of the ramps, it will go farther. Two pitching minigames fill the strike zone with colored blocks. You can knock out the blocks by hitting them with color-coded pitches (a changeup is green, a curveball is red, etc.) that match the color of the block that you hit. One of the minigames is timed; the other gives you all of the time you need. The exercises are more video game-like than standard batting and pitching practice, so they might hold your attention as you hone your skills.

A Solid Hit

When I returned to the Burnaby office recently to research the Street Smarts article (page 50), I wanted to run up and down the halls in search of the MVP team's "2006 Ideas" board. But I decided that EA probably wouldn't invite me back if I did that. So, for now, I'm happy with some great additions to an already awesome baseball franchise. Maybe Owner mode will give me the edge I need to beat Steve in the fantasy game this season.



Nintendo's Tie-Wearing Ape Returns to the Platforming Beat.

NEW GROOVE

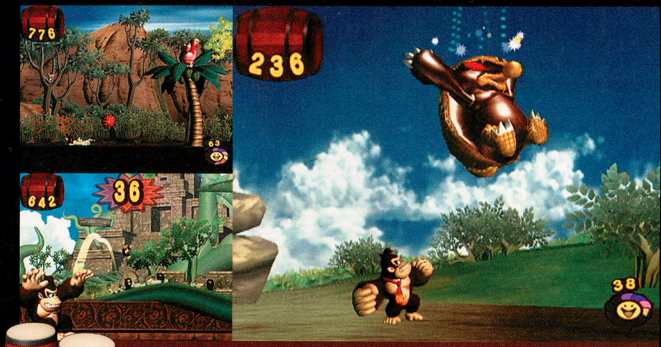
After taking it easy for a while on the music-rhythm scene, Donkey Kong is returning to his roots with an innovative new platformer courtesy of Nintendo's upstart EAD Tokyo development team. Utilizing the DK Bongo controller, Donkey Kong Jungle Beat injects new life into one of gaming's oldest and most neglected genres. It's a gorgeous side-scroller that harks back to the 16-bit era while offering a more tactile gameplay experience than a regular controller can provide. You'll run, jump, collect bananas and beat the living daylights out of DK's foes by pounding on the bongos and clapping your hands.

GOIN' APE

Using bongos to control a platformer may sound nonintuitive, but as anyone who played the game at last year's Electronic Entertainment Expo (where it won the Game Critics Award for Best Original Game) can attest, it quickly becomes second nature. Tapping the left or right bongo moves Donkey Kong in the corresponding direction, hitting both drums simultaneously makes him jump, and clapping emits a sound wave that stuns foes and gathers any bananas within its radius. The simplicity of the game's controls, however, belies its surprising depth. Context-sensitive actions enable DK to pull off a number of additional maneuvers—you can tap the bongos left and right to swing from a vine, for example, or clap when you see a monkey hanging from a tree to have your fellow primate hurl you into the air. Onscreen prompts show you how to pull off the moves, so mastering the basics is fairly painless (aside from the workout you'll give your forearms).

Things start to get tricky with the game's combo system, which multiplies the number of bananas you collect as long as you stay in the air. You'll trade in the fruit for emblems, which unlock additional stages. Though racking up big combos usually isn't necessary to progress in the game, mastering each level and finding ways to avoid touching the ground is half the fun (and lends the platformer considerable replay value). It has an oddly addictive quality that is probably most reminiscent of the cult classic NiGHTS into Dreams for the Sega Saturn. When you get really good at the game, you'll settle into a rhythm that makes you feel as if you're conducting Donkey Kong like a well-trained musician.

The action is presented with a unique visual style that looks even better in motion than it does in screenshots. The camera zooms in and out constantly to give you the best view, and some of the backgrounds are absolutely stunning, with sharp, brilliant colors that pop off the screen. The impressive—fur effect is equally best illustrated by a giant image of DK that appears in the lower-left corner of the screen to mimic your movements. The game really is a joy to watch.



Top left: The faster you tap one of the bongos, the faster Donkey Kong will move in that direction. Bottom left: Hit both bongos at the same time to make the gorilla leap. Right: Clapping will disable an enemy so you can deliver the knockout blow.

In some levels, Donkey Kong will hitch a ride with a friendly beast such as a ram or a killer whale. He can also use certain birds as parachutes.

Rumble in the Jungle

Each stage consists of two levels followed by a boss battle. These encounters come in two varieties—you'll either engage in fisticuffs with another ape or face off against a larger, pattern-based foe. The former are pretty straightforward and brutal. You'll dodge your opponent's strikes by clapping, then tap the drums as rapidly as possible to pummel the ape with a flurry of jabs, or pound both bongos at the same time to deliver a devastating uppercut. Each of the evil primates has a different fighting style, but the basic mechanics are the same.

The other kind of boss battle requires you to find the enemy's weak point, and will put your numerous skills to the test. A giant boar, for instance, will throw an electrically charged melon at you. To stun the swine, you have to neutralize the electricity with a well-timed clap, then pick up the fruit and hurl it back at your adversary.

The imaginative boss battles are the highlight of the game.

Clap On

Donkey Kong Jungle Beat will be sold in two packages: with a DK Bongo controller for $54.99 MSRP, or without for $39.99. And it won't be the last game to take advantage of the peripheral: the upcoming sequel to Donkey Konga will have you banging on the drums as well.

The Next Big Thing

EAD Tokyo is certainly off to an auspicious start. Donkey Kong Jungle Beat is a strong indication of the team's capabilities, so expect more big things from the talented new developer.

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STREET SMARTS

EA SHOOTS AND SCORES WITH A STREET-GAME TRIPLE THREAT AND A HUGE GCN EXCLUSIVE!

Although the acrobatic fireworks and ball-handling wizardry that the athletes of EA's Street titles (NBA Street, NFL Street and the upcoming FIFA Street) are capable of seem larger than life, it's a grounded sense of familiarity and believability that Wil Mozell (executive producer of NBA Street V3 and FIFA Street) points to in assessing EA's Street-game popularity. The real-life street-hoops scene has been big for decades, especially in the northeastern United States, while street soccer has gained ground internationally over the last few years, and those trends translate to video game awareness. "It's really about the grass roots of a sport. It may not have the commercial recognition of the professional game, but it's a bigger experience," said Mozell in a recent NP interview. And, even though the spectacular five-foot-high leaps of NBA Street V3, off-the-wall passes of FIFA Street and mountain-of-men-carrying heroics of NFL Street 2 are more impressive than what you'd expect to see in a playground pickup game, the Street titles have what Mozell calls a sense of "heightened reality"—the games are highlight reels that unspool as you play. "If somebody tried [a stunt on the order of a Street-game maneuver] a thousand times, they might be successful once. There's a way for people to embrace [the game] when you make them feel like they're part of something really cool."

That special-event feeling extends to a never-before-attempted addition to February's NBA Street V3 release: the GCN-only inclusion of Mario, Luigi and Princess Peach as the Nintendo All-Stars team, complete with their own Mushroom Kingdom court. The Nintendo icons mixing it up with NBA stars is quite a sight to see.

NBA STREET V3

FIFA STREET

NFL STREET 2

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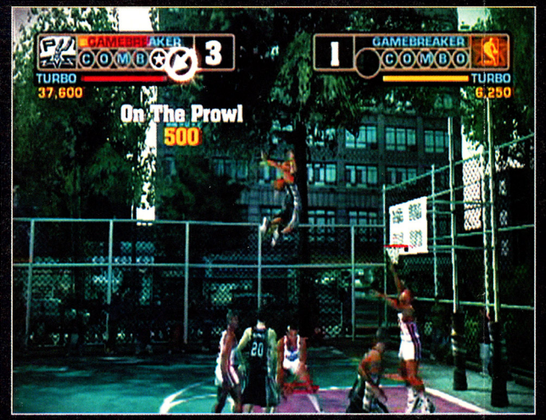
BODY LANGUAGE

A flyer in Mozell's office reads "Parlez-vouz Nutmeg?" (Do you speak Nutmeg?) and displays a map that calls out regional nicknames for the Nutmeg, the soccer maneuver in which a player kicks the ball between his opponent's legs. Alternate names range from descriptive (The Tunnel, Between the Posts) to obscure (Christmas Crib, The Little Newspaper), but the popularity of the move is clear. It's fun to show up your opponent. The latest wave of Street games lets players prove their quick-footed, body-juking dominance with dozens of impossibly smooth moves. In NBA Street V3 and FIFA Street, the C Stick (aka the Trick Stick) triggers maneuvers that build a player's Gamebreaker meter. FIFA Street trick moves send the ball over, around or through opponents in ways that are designed to put the other player off his game, highlighting the in-your-face expression of the Street franchise. NBA Street V3 moves are spectacular spinning displays that players can rename. "You can actually own a move and show people that it is yours," says Mozell. "It's something simple, but in the game experience, it's a big payoff. It's like you're leaving your mark on the game."

When the developers of NFL Street 2 brainstormed trick moves, they considered making "a more vertical game with jumps as high as you would see in the NBA Street series," says executive producer Dale Jackson. "But we ultimately decided that basketball is a game played in the air and football is basically played on the ground. We found a middle ground that is just right and that's where wall moves came into place."

Whatever you call it, a FIFA Street kick between the legs is a great opponent-embarrassing play.

Athletes run up walls to hurdle over opponents and to catch lofty passes in NFL Street 2's trick-move frenzy. If a player manages to perform a wall move (a juke, a catch or a tackle) against a hot spot on the wall, the player's team logo appears on the wall and a new athlete is unlocked for pickup-game play.



As the player strings together moves in NBA Street V3, icons appear at the top of the display and build up to a scoring combo. Spectacular combos lead to big Gamebreaker bonuses.

YOU BREAK IT, THEY BUY IT

The Gamebreaker, a Street-game signature play, is aptly named. It adds points to one team's score and takes points from the opposing team, which is particularly significant given that games are played to a set point total. The move can really break a game wide open. NBA Street V3 innovates with what EA terms the Interactive Gamebreaker. Once the player has earned enough trick points to fill the Gamebreaker meter, he has about 30 seconds to pull off an amazing shot. "In previous versions, all you wanted to do was an outside shot, because that's where you got the most points," explains Mozell. "So what we did [with V3] is we reversed the psychology and we said that the dunk is the show. The dunk is the big moment in basketball, so let's blow it out and make it huge." During a Gamebreaker dunk, the player can perform a long string of in-air moves, then pass the ball to another athlete and perform another big combo, continuing for as long as the player can keep the ball airborne. As the maneuver continues, a point total at the top of the screen climbs from one to four. Once the ball goes in the hoop, that number of points is added to the gamebreaking player's score and one point is taken away from the opposing team. Says Mozell, "the cool part about it is if you're greedy and you want to go for it, go ahead, but you could fail."

Since the ball changes possession quickly in soccer, the FIFA Street team decided that a 30-second limit is not appropriate for their Gamebreaker. Instead, the prize is a super shot that the player can pull off at any time.

NFL Street 2 adds the Gamebreaker 2, which requires twice as many style points as a standard Gamebreaker but guarantees a score in a cut-scene-style treatment. Strategy figures into the player's decision either to trigger the first Gamebreaker or to save up for the second one.

Do you settle for a two-point bump with a conservative dunk or go for the Gamebreaker gusto and risk failure? You decide.

A Gamebreaker shot's chance of success depends on the number of defenders between the ball and the goal.

More powerful than the Gamebreaker, NFL Street 2's Gamebreaker 2 is an over-the-middle stunner.

GIMME THE BALL: NFL STREET 2 RUNS WITH SIX RULE-REWRITING STREET EVENTS

NFL Street's executive producer Jackson says, "Street football is where most people started playing football as kids in the backyards across America. People relate to this." To make the connection even stronger between recently released NFL Street 2 and what players experience on the playground, the sequel offers a batch of street events that break away from the seven-on-seven game. The Crush the Carrier event is an every-player-for-himself game of keep-away. The Jump Ball Battle is an elbow-throwing free-for-all between receivers going after Hail Mary passes. In other events, team sizes range from one to four players. It's a different game with each new team configuration.

COURT ORDER

There are 13 courts in NBA Street V3 and, with the exception of the Mushroom Kingdom, all of them are based on real-life street venues, such as well-known New York City sites Rucker Park and The Cage and the lesser-known Gun Hill, along with Pittsburgh's The Hawk (named after street-ball and NBA legend Connie Hawkins), Baltimore's The Dome and Foss Park in Chicago. "Every single one is perfect to its real-life counterpart," boasts Mozell. "We spent lots of time and money making sure that we have the best photographers and everything to understand the essence of what these courts are." The new NBA Street Court Creator lets a player develop a unique venue, from the surface to the skyline, and build its reputation over the course of the multievent Street Challenge mode. In the game's new Dunk Contest , the court and environment are set up to have the presence of, in Mozell's words, "nothing short of a rock concert" with dramatic lighting and loud crowds. Players can place obstacles on the court to make dunks more challenging and more point-worthy.

The street courts of FIFA Soccer are inspired by their origins but not based on real-life settings.

The dimensions, surfaces and surrounding buildings of NBA Street V3's courts are all made to actual specifications. Five courts have both day and night versions.

NFL Street 2's dozen fields vary in width, in length and, most importantly, in wall configurations on the sidelines. Off-the-wall play is a big part of the game.

LEBRON VS. LUIGI: NBA STARS GO HEAD TO HEAD WITH A TREE-TOPPING TRIO FROM THE MUSHROOM KINGDOM.

Known for their airborne antics since the days of Super Mario Bros. 2, Mario, Luigi and Peach put their hang time to the test as the Nintendo All-Stars in NBA Street V3, due out in February. The original Jumpman and his pals drive to the hoop and leap with the same dribble tricks and air moves as the game's real-life hoopsters, letting their personalities shine through with individual skills. "Luigi can jump higher than Mario. So, there's some legacy there," says Mozell. Mario is faster, though, and Peach is the tallest of the trio, making her better at blocking shots. The team came together as a result of meetings between EA and Nintendo, in which both companies expressed an interest in incorporating GCN-exclusive content into EA titles. This month's poster shows Mario high-stepping over NBA phenom Carmelo Anthony. All of that platform-hopping has finally paid off.

FREESTYLE FOOTY: A NEW STREET FRANCHISE ROCKS THE CONCRETE WITH INTERNATIONAL FLAIR.

Worldwide wizards of football (soccer) finesse, such as Brazil's Ronaldo, have honed their skills in matches on makeshift pitches from Amsterdam to Africa. In this March's FIFA Street, their ball-balancing, body-shaking style has a video game stage. Street soccer has earned credibility recently, partly due to shoe lines and advertisements from companies such as Adidas and Nike. The fact that the sport is in the public eye has been a boon for FIFA Street's developers. Says producer Mozell, "We wanted to make sure there was a [real-life] foundation that made the sport feel credible. We didn't want players to think that we were just arcading up FIFA 2005." Sixteen country-based teams with a total of 256 players participate in the four-on-four action.

PAVEMENT POETRY

Pimp My Ride's Xzibit lends his voice and likeness to NFL Street 2 as the host and one of the game's athletes while DJ Bobbito Garcia returns as the voice of NBA Street with, Mozell promises, fewer references to food (Garcia was perpetually hungry during the long voice sessions for NBA Street Vol. 2). New for V3 is the street verse of DJ Rich Medina, who wrote and performed introductions for each real-life court, further boosting their street cred. Street-culture touches give the game a sense of reality, making the actions of the athletes all the more incredible and even poetic. "You are better when you play a street game than you are when you play any other game," says Mozell. "You're the hero and we're going to make sure that you're doing things that you can brag about, feel good about and nobody even in the professional game can do. We're heightening the experience."

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NINTENDO BY A KNOCKOUT!

EA'S FIGHT NIGHT DEBUTS ON THE GCN WITH A SUPER NES CLASSIC IN ITS CORNER.

Intuitive play control, tight game mechanics and a satisfying sense of interaction (what developers call a "good feedback loop") are timeless—and you can't have a great game without them. The designers of EA's boxing battler Fight Night: Round 2 (out for the GCN in March) are keenly aware that gameplay is king, which is why they took their cue from one of the greatest arcade-style boxing games ever—Nintendo's Super Punch-Out!! "Boxing is a real rhythm-based sport," says Fight Night's producer Kudo Tsunoda. "Boxers are always working in patterns, just like in Super Punch-Out!! where each guy has his own movement style and you can see what punches are coming by the rhythm of his body. That's something that we wanted to hold true in Fight Night, as well." The Super NES title was such an inspiration that EA and Nintendo worked together to include Super Punch-Out!! in the GCN version of Fight Night: Round 2. "It's available off the main menu," explains Tsunoda, "so you can just go in and play." That, coupled with the appearance of Nintendo characters in EA's NBA Street V3 (see page 50 and the poster), makes for a solid one-two punch from the game giants.

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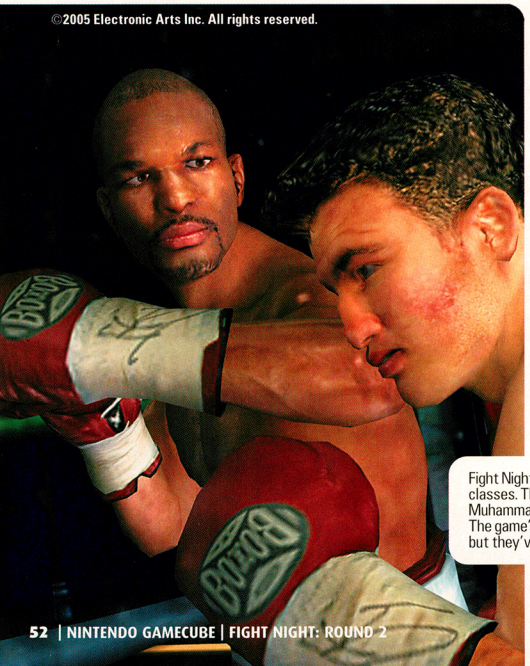

"The thing that I like about Gabby Jay is that at the end of every fight, he yells 'EA!'" jokes EA's Tsunoda about Super Punch-Out!!'s initial opponent. The character actually exclaims "Yay!" to celebrate his victory, but the similarity between the two phrases is remarkable.

Fight Night follows the struggles of 39 pro boxers spread over six weight classes. They range from legendary pugilists the likes of Jake LaMotta, Muhammad Ali to current champs such as Roy Jones Jr., Bernard Hopkins. The game's developers were influenced by Super Punch-Out!! gameplay, but they've taken the graphics to new realistic-looking heights.

PUNCHING PERFECTION

Nominated for a Spike TV Video Game Award in the Fighting Game category, Fight Night 2004 innovated with its analog-stick control. The left stick is used to move the boxer, while the right stick triggers punches. Round 2 adds an all-or-nothing haymaker punch to the player's repertoire—triggered by rolling the GCN controller's C Stick a half-circle left or right, then an upward push. "A haymaker is when a boxer loads up all of his power and really tries to take the guy out with a one-punch KO," explains Tsunoda. Also new for Round 2 is the boxer's ability to move and punch at the same time and to move his upper body while his feet are planted. The added control gives the player more strategic boxing options.

SUPER STRATEGY

"The more we talk to boxers, the more we realize that what they're doing is homing in on the telltale movements of their opponents," remarks Tsunoda. "Like each time the other guy is about to throw a right, he'll turn his shoulder a little and then that right punch comes." All of the boxers in Super Punch-Out!! have patterns. You learn when to duck and when to punch, then whittle away at their energy reserves as you show your stuff. The play mechanic is at the foundation of the Punch-Out!! series's long-standing popularity. The original game was introduced in arcades in 1984, then on the NES in 1987 and on the Super NES as Super Punch-Out!! in 1994 with both returning boxers and new ones. Fight Night fans not familiar with the Punch-Out!! franchise are in for a treat.

Although the player-controlled character in Super Punch-Out!! is referred to only as "the challenger," he'll always be Little Mac to us. By playing through to the end of Fight Night: Round 2's version of Super Punch-Out!!, you can unlock Mac for a boxing career in the Fight Night game itself. We'll reveal more information about EA's excellent fisticuffs title in a full-blown hands-on preview next month.

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EPIC TACTICS

BATEN KAITOS™ ETERNAL WINGS AND THE LOST OCEAN

You can create 141 Magnus Cards in Baten Kaitos. To make a new Magnus, you must build a combo by playing some of your existing cards in the correct order. As with any complex battle system, however, there are rules and exceptions that you need to know. The Magnus Card Types chart shows cards in categories, but not every card in the game. Many cards, such as the Large Teamug, don't fall into a category. The Crying Doll and Hate-Filled Doll, for instance, are both considered Bad Dolls. If you need to play a Bad Doll card to make a combo, you can play either one of those cards. The Magnus Combo List, starting on page 56, displays the Magnus that can be created, followed by the cards that are needed to build the combo. An X in the far-right column indicates that you can play the cards in any order. If there is no X, the cards must be played in the order listed. An X with a number, such as X3, means that you can play the indicated number of cards however you wish, but all other cards must be played in order. Some Magnus Combos, such as #138 (Ashes), can be created in multiple ways—all possible combos are listed. Finally, there are three special exceptions to the Magnus Combo List. For combo #46 (Fruit Sorbet), you can use any card in the Good Fruit category except the Orange—which will make a Frozen Tangerine. Combo #54 (Branches) can be made from any Good Wood and Blades combo except Birch, Pine Tree or Cedar Tree with the Sculpting Knife. And combo #140 (Charcoal) can be made from any Good Wood and Fire combo except Oakwood, Red Oak or the Doll of Lies with Fire (Strong), in which case you will make Deluxe Charcoal.

Magnus Card Types

Type	Magnus
Bad Dolls	Crying Doll
	Hate-Filled Doll
Bad Fish	Charred Fish
	Rotten Fish
Bad Flowers	Dead Flower
	Root-Rotten Flower
Bad Fruit	Blackened Bananas

Type	Magnus
Bad Fruit	Green Bananas
	Rotten Fruit
	Rotten Grapes
Bad Meat	Charred Meat
	Rotten Meat
Bad Paper	A Bad Fortune
	An Awful Fortune

Type	Magnus
Bad Paper	Director's Notebook
	Hateful Diary 1-3
	Insurance Money
	Mark of Death
	Stalker Letter
	The Fool
	The Hanged Man

Type	Magnus
Bad Paper	The Tower
	tri-Cres Job Offer
Bad Wine	Sun-Dried Wine
	Yesterday's Wine
Bad Wood	Rotten Wood
	tri-Crescendo Pen
Birds	Rooster
	Swan
	Ugly Duckling
Blades	Air Slash
	Apocalypse Sword
	Aqua Truth
	Blood Sword
	Cetaka's Sword
	Chaos Edge
	Crystal Edge
	Dark Sword
	Death Pendulum
	Dimension Blade
	Duel Sword
	Efreeti Saber
	Esperanza
	Flame Sword
	Flametongue
	Gladius
	Ice Dagger
	Kusanagi Blade
	Light Saber
	Long Sword
	Marvelous Sword
	Muramasa Blade
	Ray of Truth
	Saber
	Sculpting Knife
	Shadow Thruster
	Short Sword
	Silver Sword
	Small Knife
	Void Phantom
	Wind God Blade
Charcoal	Charcoal
	Deluxe Charcoal
Cold Foods	Frozen Tangerine
	Fruit Sorbet
	Melon Shave Ice
	Strawberry Shave Ice
	Vanilla Ice Cream
Dark	Dark Coin
	Dark Flare 1-6
	Primrose Coin
Fire (Weak)	Fire Burst 1-2
	Small Fire
Fire (Medium)	Bomb
	Fire Burst 3-4
	Large Fire

Type	Magnus
Fire (Medium)	Crimson Oak Blossom
Fire (Strong)	Deluxe Fireworks Set
	Fire Burst 5-6
	Cute Doll
Good Dolls	Doll
	Fatty Tuna
Good Fish	Minced Skipjack
	Sea Bream
	Sea Urchin
	Shrimp
	Skipjack
	Squid
	Tearless Mermaid
Good Flowers	Maple Leaf
	Pretty Flower
Good Fruit	Apple
	Avocado
	Bananas
	Cherries
	Deluxe Bananas
	Forbidden Fruit
	Grapes
	Melon
	Orange
	Peach
	Persimmon
	Strawberry
Good Meat	Bacon
	Beef
	Beef (Good)
	Beef (Better)
	Beef (Best)
	Fresh Beef
	Ox Tongue
	Pork Ribs
Good Paper	A Good Fortune
	A Great Fortune
	An Average Fortune
	Blank Notebook
	Broken Heart Picture
	Death
	Divorce Papers
	Doodle Book
	Fading Notebook
	Japanese Rice Paper
	Judgement
	Justice
	Loveletter 1-3
	Lovey Dovey Diary 1-3
	Monolith Brochure
	Nostalgic Picture
	Paper Fan
	Prophet's Notebook
	Savings (+ interest)
	Savings Book

Type	Magnus
Good Paper	Secret Recipe 1-10
	Strength
	Sweetheart Picture
	Temperance
	The Chariot
	The Devil
	The Emperor
	The Empress
	The Hierophant
	The High Priestess
	The Lovers
	The Magician
	The Moon
	The Star
	The Sun
	The World
	Wheel of Fortune
	Deluxe Red Wine
Good Wine	Deluxe Sweet Wine
	Birch
Good Wood	Cedar Tree
	Dog Carving
	Doll of Lies
	Fishing Rod
	Monkey Carving
	Monolith Pen
	Oakwood
	Pheasant Carving
	Pine Tree
	Red Oak
	Young Bamboo
Ice	Chunk of Ice
	Ice Sculpture
Light	Light Flare 3-6
	Sun Coin
Light (Weak)	Light Flare 1-2
	Sunflower Coin
Pickles	Deluxe Pickles
	Pickled Cucumber
	Pickled Eggplant
	Pickled Plum
	Red Pickled Veggies
Rice Wine	Hot Rice Wine
	Japanese Rice Wine
	Lukewarm Rice Wine
	Sacred Wine
Water	Aqua Burst 1-4
	Firefighting Medal
	Mermaid's Tear
	Mineral Water
Water (Strong)	Aqua Burst 5-6
White Rice	Deluxe Rice
	Extra Fluffy Rice
	Rice

Magnus Combo List

#	Magnus Obtained	Card 1	Card 2	Card 3	Card 4	Item 5	Order
1	Sun-Dried Wine	Good Wine	Light				
2	Lukewarm Rice Wine	Japanese Rice Wine	Fire (Weak)				
3	Hot Rice Wine	Japanese Rice Wine	Fire (Medium or Strong)				
4	Sacred Wine	Holy Grail	Rice Wine				x
5	Rice	Power Helmet	Uncooked Rice	Water	Fire (any)		
6	Extra Fluffy Rice	Power Helmet	Uncooked Rice	Water	Charcoal	Fire (any)	
7	Deluxe Rice	Power Helmet	Uncooked Rice	Water	Deluxe Charcoal	Fire (any)	
8	Sushi Rice	White Rice	Vinegar	Paper Fan			x
9	Roasted Squid	Squid	Fire (Weak)	Paper Fan			
10	Model Boat	Lukewarm Rice Wine	Roasted Squid	The Silent Woman	Light (Weak)		
11	Deluxe Green Tea	Green Tea	Large Teamug				x
12	Wasabi Root	Young Wasabi Root	Dark				
13	Deluxe Wasabi Root	Wasabi Root	Water				
14	Deluxe Sushi	Sushi Rice	Good Fish	Deluxe Wasabi Root			x
15	Sweatband	Sushi Rice	Good Fish	Deluxe Wasabi Root	Deluxe Green Tea		x3
16	Poisonous Sushi	Sushi Rice	Bad Fish	Deluxe Wasabi Root			x
17	Karate Headband	Sushi Rice	Bad Fish	Deluxe Wasabi Root	Deluxe Green Tea		x3
18	Freshly Baked Bread	Wheat	Water	Fire (Medium)			
19	Beef Jerky	Good Meat	Fire (Weak or Medium)				
20	Grilled Hamburger	Good Meat	Charcoal	Fire (Weak or Medium)			
21	Melted Ice Cream	Bad Meat	Fire (any)	Birch Sap Gum			
22	Beef Stew	Good Meat	Deluxe Charcoal	Fire (Weak or Medium)	Birch Sap Gum		
23	Cheese Fondue	Good Wine	Cheese				x
24	Cheese Fondue	Cheese	Fire (any)	Freshly Baked Bread			
25	Green Mold	Bad Wine	Cheese				x
26	Coat of Gallantry	Rice Wine	Good Fish or Roasted Squid	Salted Sweetfish			x
27	Deluxe Fireworks Set	Beer	Peanuts	Chicken Kebab			x
28	Strange Brew	Rice Wine	Good or Bad Wine	Beer			x
29	Strawberry Milk	Strawberry	Milk	Sugar			x
30	Pretty Flower	Flower Bud	Light				
31	Pretty Flower	Dried Flowers	Water				
32	Root-Rotten Flower	Good Flower	Water				
33	Dead Flower	Bad Flower	Water				
34	Dead Flower	Good or Bad Flower	Dark				
35	Pretty Flowers	Good Flower	Good Flower	Good Flower	Good Flower		
36	Pretty Flowers	A Good Fortune	Sugar Cane	Yellow Light or Bananas			x
37	Dead Flowers	Bad Flower	Bad Flower	Bad Flower	Bad Flower		
38	Cute Doll	Good Doll	Good Flower				x
39	Doll	Bad Doll	Light				
40	Crying Doll	Good Doll or Bad Doll	Bad Flower				x
41	Soft Boiled Egg	Egg	Fire (Weak)				
42	Fried Egg	Egg	Fire (Medium)				
43	Tonguetwister Rouge	Wheat	Uncooked Rice	Egg			
44	Frozen Tangerine	Orange	Ice				x
45	Pac-Man	Cherries	Strawberry	Orange	Apple	Melon	
46	Fruit Sorbet	Good Fruit	Ice				x
47	Fruit Tart	Good Fruit	Sugar				x
48	Fruit Cornucopia	Good Fruit	Good Fruit	Good Fruit	Good Fruit		
49	Rotten Cornucopia	Bad Fruit	Bad Fruit	Bad Fruit	Bad Fruit		
50	Seed of Headaches	Cold Food	Cold Food	Cold Food	Cold Food		
51	Dog Carving	Birch	Sculpting Knife				x
52	Monkey Carving	Pine Tree	Sculpting Knife				x

#	Magnus Obtained	Card 1	Card 2	Card 3	Card 4	Item 5	Order
53	Pheasant Carving	Cedar Tree	Sculpting Knife				x
54	Branches	Good or Bad Wood	Blade				
55	Rotten Wood	Good or Bad Wood	Dark or Water				
56	Treasure	The Peach Boy	Dog Carving	Monkey Carving	Pheasant Carving		
57	Strawberry Shave Ice	Ice	Blade	Strawberry			x
58	Melon Shave Ice	Ice	Blade	Melon			x
59	Sea Bream	Shrimp	Fishing Rod				x
60	Fresh Sashimi Set	Good Fish	Good Fish	Good Fish	Good Fish		
61	Old Sashimi Set	Bad Fish	Bad Fish	Bad Fish	Bad Fish		
62	Deluxe Sashimi Boat	Model Boat	Good Fish	Good Fish	Good Fish	Good Fish	
63	Rotten Sashimi Boat	Model Boat	Bad Fish	Bad Fish	Bad Fish	Bad Fish	
64	Minced Skipjack	Skipjack	Charcoal	Fire (Weak)			
64	Minced Skipjack	Skipjack	Deluxe Charcoal	Fire (any)			
65	Plum & Eel Surprise	Eel	Pickled Plum				x
66	Rice Ball	White Rice	Pickled Plum				x
67	Toasted Rice Ball	Rice Ball	Soy Sauce	Fire (Weak or Medium)			
68	Charcoal Broiled Eel	Eel	Charcoal	Fire (Weak or Medium)			
68	Charcoal Broiled Eel	Eel	Deluxe Charcoal	Fire (any)			
69	Mermaid's Tear	Tearless Mermaid	Deluxe Wasabi Root				
70	Fire Yell 2	Dud Bomb	Fire Yell 1	Fire Yell 1			
71	Aqua Yell 2	Frozen Tangerine	Aqua Yell 1	Aqua Yell 1			
72	Light Yell 2	Sacred Wine	Light Yell 1	Light Yell 1			
73	Dark Yell 2	Evil Ashes	Dark Yell 1	Dark Yell 1			
74	Chronos Yell 2	Green Mold	Chronos Yell 1	Chronos Yell 1			
75	Wind Yell 2	Pot of Air	Wind Yell 1	Wind Yell 1			
76	Fire Yell 3	Crimson Oak Blossom	Fire Yell 2	Fire Yell 2	Fire Yell 2		
77	Aqua Yell 3	Firefighting Medal	Aqua Yell 2	Aqua Yell 2	Aqua Yell 2		
78	Light Yell 3	Sunflower Coin	Light Yell 2	Light Yell 2	Light Yell 2		
79	Dark Yell 3	Primrose Coin	Dark Yell 2	Dark Yell 2	Dark Yell 2		
80	Chronos Yell 3	Amber	Chronos Yell 2	Chronos Yell 2	Chronos Yell 2		
81	Wind Yell 3	Rainbow Emblem	Wind Yell 2	Wind Yell 2	Wind Yell 2		
82	Fire Yell 4	Toasted Rice Ball	Fire Yell 3	Fire Yell 3	Fire Yell 3	Fire Yell 3	
83	Aqua Yell 4	Mermaid's Tear	Aqua Yell 3	Aqua Yell 3	Aqua Yell 3	Aqua Yell 3	
84	Light Yell 4	Sun Coin	Light Yell 3	Light Yell 3	Light Yell 3	Light Yell 3	
85	Dark Yell 4	Dark Coin	Dark Yell 3	Dark Yell 3	Dark Yell 3	Dark Yell 3	
86	Chronos Yell 4	Forbidden Fruit	Chronos Yell 3	Chronos Yell 3	Chronos Yell 3	Chronos Yell	
87	Wind Yell 4	3					
88	Loveletter 1	Swan	Wind Yell 3	Wind Yell 3	Wind Yell 3	Wind Yell 3	x
89	Loveletter 2	A Great Fortune	Dried Persimmon	Young Bamboo or Green Bananas			x
90	Loveletter 3	A Great Fortune	Dried Persimmon	Green Mold or Green Plum			x
91	Hateful Diary 1	A Great Fortune	Dried Persimmon	Blue-Only Pencil or Green Light			x
92	Lovey Dovey Diary 1	A Bad Fortune	Fried Egg	Red Light or Crimson Oak Blossom			x
93	Voodoo Doll	An Average Fortune	Beetle	Orange or Frozen Tangerine			x
94	Voodoo Doll	An Awful Fortune	Rotten Grapes	Charred Meat or Blackened Bananas or Dark Coin or Charred			
95	Evil Ashes	Fish	Straw	Dark			
96	Evil Ashes	Bad Paper	Fire				
97	Dried Persimmon	tri-Crescendo Pen	Fire				
98	Firefighting Medal	Persimmon	Light				
99	Goddess of Victory	Small Fire	Water				
100	Secret Recipe 10	Forlorn Woman	Endeavoring Woman				
101	Angelic Hair	Secret Recipes 1-9 in ascending order					
102	Cursed Picture	Shampoo	Conditioner	Hair Aftercare	Water	Hair Dryer	
103	Prophet's Notebook	Broken Heart Picture	Dark				

#	Magnus Obtained	Card 1	Card 2	Card 3	Card 4	Item 5	Order
104	Director's Notebook	Blank Notebook	Grumble Pen				
105	Unicorn Blow Horn	Unicorn Horn	Blade				
106	Rainbow Emblem	Rainy Emblem	Light				
107	John Hancock's Pen	Pegasus Horn	Blade				
108	Consolation Pay	Divorce Papers	John Hancock's Pen				x
109	Beetle	Branches	Cedar Tree Sap				x
110	Grilled Fish	Good Fish	Fire (Weak or Medium)				
111	Charred Fish	Good Fish	Fire (Strong)				
112	Baked Potato	Large Fire	Water (Strong)				
113	Monolith Brochure	Blank Notebook	Monolith Pen				x
114	tri-Cres Job Offer	Blank Notebook	tri-Crescendo Pen				x
115	Stinky Beans	Soy Beans	Straw				x
116	Fatty Tuna	Avocado	Soy Sauce				x
117	Sea Urchin	Custard Pudding	Soy Sauce				x
118	Chestnuts	Cheese	Honey				x
119	Melon	Cucumber	Honey				x
120	Deluxe Curry	Apple	Honey	Curry or Last Night's Curry or Deluxe Curry			x
121	Curry with Rice	White Rice	Pickles	Curry or Last Night's Curry			x
122	Deluxe Curry with Rice	Deluxe Rice	Deluxe Curry	Pickles			x
123	Japanese Breakfast	White Rice	Stinky Beans	Soft Boiled Egg or Fried Egg or Egg			x
124	Stalker Letter	Loveletter 1	Loveletter 2	Loveletter 3			
125	Doodle Book	Blank Notebook	Red & Blue Pencil or Blue-Only Pencil				x
126	Ice Sculpture	Chunk of Ice	Blade				
127	Chicken Kebab	Bird	Fire (Weak or Medium)	Paper Fan			
128	Paper Fan	Japanese Rice Paper	Rice Paste	Young Bamboo			x
129	Strawberry Jam	Strawberry	Sugar	Fire			
130	Western Breakfast	Freshly Baked Bread	Strawberry Jam	Milk			x
131	Sea Urchin Surprise	Freshly Baked Bread	Sea Urchin				x
132	Mark of Death	Voodoo Doll	Beautiful Hair or Angelic Hair				x
133	Sea Bream Lunch	Sea Bream	Rice				x
134	Beautiful Hair	Shampoo	Conditioner	Hair Dryer			
134	Beautiful Hair	Shampoo	Conditioner	Hair Aftercare	Hair Dryer		
135	Vanilla Ice Cream	Good Meat	Fire (Weak or Medium)	Birch Sap Gum			
135	Vanilla Ice Cream	Good Meat	Charcoal	Fire (Weak or Medium)	Birch Sap Gum		
136	Pet Food	Bad Meat	Fire (any)				
136	Pet Food	Bad Meat	Charcoal	Fire (any)			
137	Charred Meat	Bad Meat	Fire (Strong)				
137	Charred Meat	Good Meat	Charcoal	Fire (Strong)			
137	Charred Meat	Good Meat	Fire (Strong)	Birch Sap Gum			
137	Charred Meat	Good Meat	Charcoal	Fire (Strong)	Birch Sap Gum		
137	Charred Meat	Bird	Fire (Strong)	Paper Fan			
138	Ashes	Wheat	Water	Fire (Strong)			
138	Ashes	Egg	Fire (Strong)				
138	Ashes	Rotten Wood	Fire (any)				
138	Ashes	Skipjack	Charcoal	Fire (Medium or Strong)			
138	Ashes	Rice Ball	Soy Sauce	Fire (Strong)			
138	Ashes	Eel	Charcoal	Fire (Strong)			
138	Ashes	Good Paper	Fire (any)				
138	Ashes	Good or Bad Flower	Fire (any)				
139	Deluxe Charcoal	Oakwood	Fire (Strong)				
139	Deluxe Charcoal	Doll of Lies	Fire (Strong)				
139	Deluxe Charcoal	Red Oak	Fire (Strong)				
140	Charcoal	Good Wood	Fire				
141	Holy Grail	Monolith Pen	tri-Crescendo Pen				

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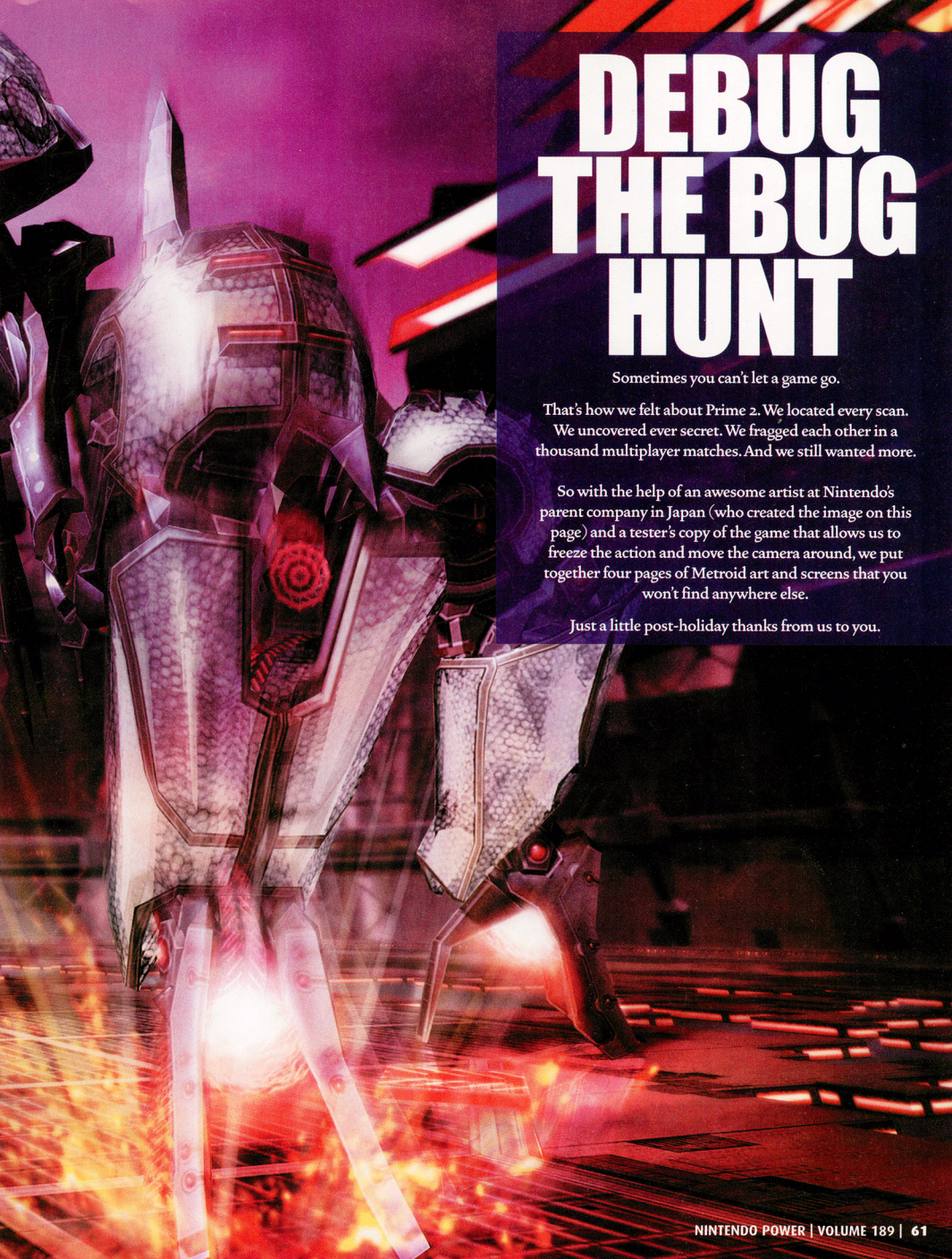


DEBUG THE BUG HUNT

Sometimes you can't let a game go.

That's how we felt about Prime 2. We located every scan. We uncovered ever secret. We fragged each other in a thousand multiplayer matches. And we still wanted more.

So with the help of an awesome artist at Nintendo's parent company in Japan (who created the image on this page) and a tester's copy of the game that allows us to freeze the action and move the camera around, we put together four pages of Metroid art and screens that you won't find anywhere else.

Just a little post-holiday thanks from us to you.

Getting the Seeker Missile

Samus vs. Dark Samus

Amorbis

Dark Samus Strikes

The Dark One

The Emperor Ing

The GFS Tyr

Blasting Boxes

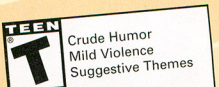
When War Wasps Attack

Seeking Shrapnel

Squaring Off against Pirate Aerotroopers

Feel the Magic XY ♥ XX

™



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Catching 60 Rascally Rabbits

You've impressed the object of your desire with feats of derring-do, so how about a little eye candy in return? Catch all 60 hidden rabbits burrowed in the minigames' cut-scenes and give your girl some sexy new duds! Simply watch the four-panel soap opera play out, tap the hot spots we've marked in each scene to nab your prey, then work your wardrobe magic in Maniac mode. Grab that stylus and rub it!

The more rabbits you collect, the spicier your woman's accessories get. Return to previously played minigames in Memories mode to catch the bunnies you've missed. You can also earn stars that will unlock sassy outfits.

NUMBER OF RABBITS	UNLOCKED ITEM
1 Rabbit	Hair 02
2 Rabbits	Feet 02
3 Rabbits	Hair 03
4 Rabbits	Feet 03
5 Rabbits	Hair 04
6 Rabbits	Hair 05
7 Rabbits	Feet 04
9 Rabbits	Feet 05
11 Rabbits	Feet 06
19 Rabbits	Hair 06
21 Rabbits	Feet 07
29 Rabbits	Hair 07
31 Rabbits	Feet 08
39 Rabbits	Hair 08
41 Rabbits	Feet 09
49 Rabbits	Hair 09
51 Rabbits	Feet 10
59 Rabbits	Hair 10

You'll need to play through every scene in the game to find all the elusive hares that unlock the first 10 hairstyles and pairs of footwear.

Scene 00

Scene 01

Scene 02

Scene 03

Scene 04
Antlion
Bus Stop
Bus Stop
Bus Stop
Scene 05
Monocycle
Scene 06
Scorpion
Sign
Sign
Painter
Sign
Sign
Sign
Painter
Sign
Sign
Sign
Scene 07
Hands
Hands
Sign
Microphone
Hands

Scene 08

Drive

Drive

Scene 09

Yacht

Yacht

Yacht

Scene 10

Bonfire

Bonfire

Scene 11

Dance

Dance

Dance

Dance

Dance

Dance

Snake

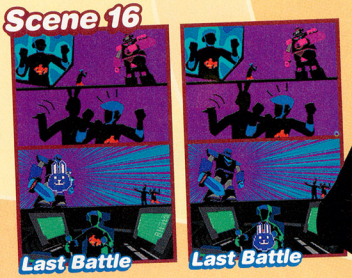
Seeker

Seeker

Scene 12

Plants

Plants



We Are All Made of Stars

Once your corral of feisty rabbits has multiplied to full capacity, there's more "shopping" to do. You can amass stars by finishing each minigame at its highest difficulty in Memories mode. As your collection grows, you'll acquire sultry attire such as the nurse, sailor and cowgirl outfits. Hard-core Rub Rabbits who finish the game in Hell mode will receive the holy grail of getups—the black spandex bodysuit. But don't get too carried away stroking your DS, or you'll go blind.

EVERYONE
E
CONTENT RATED BY ESRB
Mild Fantasy Violence

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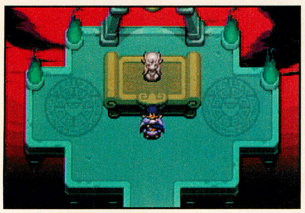
Matters of the Heart



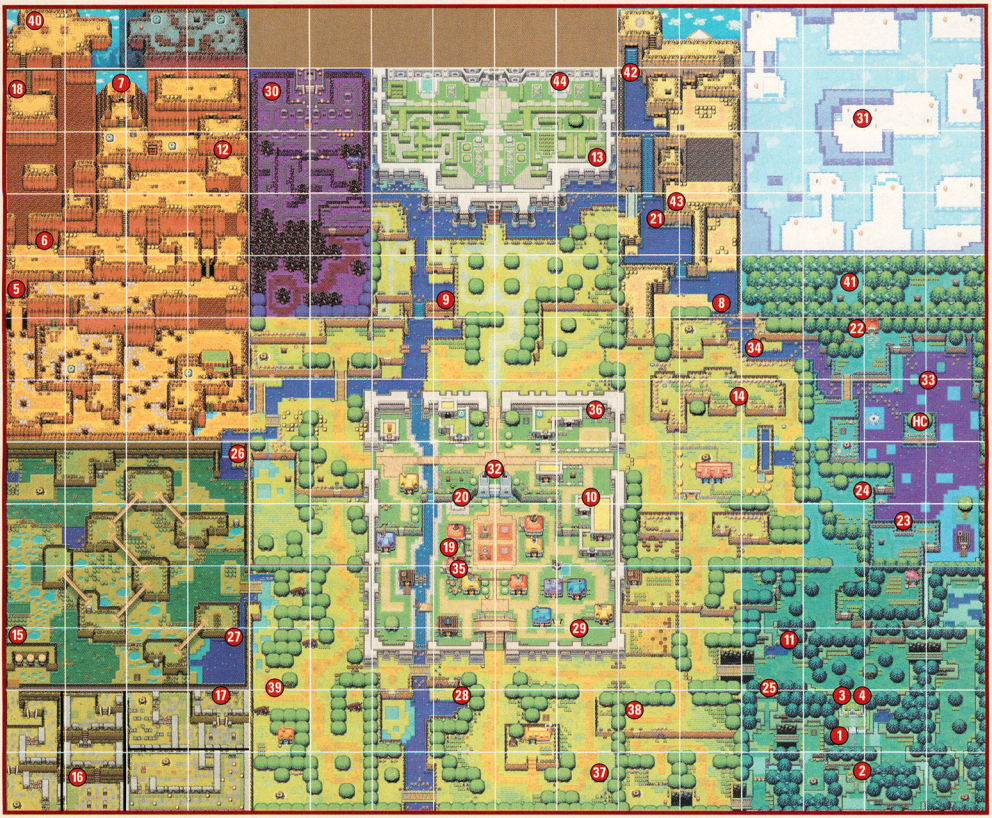
Last month we walked you through The Minish Cap's first two dungeons. This month we'll help you expand your heart meter to its maximum capacity. There are 20 Heart Containers in all. As with most Zelda games, you'll begin the quest with only three. You can win an additional five by defeating bosses, and earn another by way of a special Kinstone fusion. The remaining 11 are each made up of four Pieces of Heart.

Q & A with the Zelda Team

When you're ready to take a break from collecting Heart Containers, turn to page 73 for an interview with director Hidemaro Fujibayashi and producer Eiji Aonuma. The dynamic duo discusses development of The Minish Cap and the future of the Zelda franchise.

THE LAND OF HYRULE

The map below shows the location of every Piece of Heart in the game. On the pages that follow, you'll find an explanation of how to acquire each piece, as well as strategies for conquering the bosses.



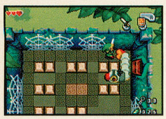
#1 MINISH WOODS

The first Piece of Heart you can obtain is in front of the entrance to Deepwood Shrine. Pick it up before you rescue Ezlo and shrink yourself—the human-sized Piece of Heart is too big to pick up when you're wee-tiny.

#2 MINISH VILLAGE

Walk to the end of the dock in the northeast corner of the Minish Village. If you nab the Piece of Heart there before you enter Deepwood Shrine, you can complete a Heart Container before you battle the Giant ChuChu.

#3 DEEPWOOD SHRINE



GUST JAR REQUIRED

In the room where you fight the Madderpillar and acquire the Gust Jar, vacuum the web that blocks the south door. You'll find a Piece of Heart on the other side.

#4 DEEPWOOD SHRINE

GUST JAR REQUIRED

Use the Gust Jar to clear away the yellow patches in the north-central room of level B1. A blue portal will appear when you step on one of the revealed floor switches. Enter the portal to teleport next to a Piece of Heart.

GIANT CHUCHU

Employ the Gust Jar to suck up the jelly at the Giant ChuChu's base until the boss can no longer support its oversized cranium. To avoid getting crushed, stay clear while the ChuChu's head teeters back and forth. When it finally hits the ground, move in and start slicing.

#5 MT. CRENEL

BOMB REQUIRED
Climb to the southwest corner of Mt. Crenel and use a bomb to blow open the cave between the trees. A Piece of Heart awaits you inside.

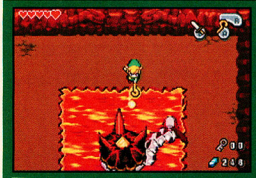
#6 MT. CRENEL

BOMB REQUIRED
Place a bomb between the jagged rocks to the right of the Crenel Wall to blast a hole in the mountainside. You'll find a Piece of Heart in the Fairy Fountain beyond.

#7 CAVE OF FLAMES

BOMB REQUIRED
When you reach the room with an overturned mine cart in it, follow the tracks east across the lava. There's a Piece of Heart on the other side of the south wall, so set a bomb next to the cracks.

GLEEROK



Fire the Cane of Pacci at the Gleerok's shell to expose the boss's weak point, then quickly run across its neck and hack away with your sword. When the beast begins to stir, retreat to solid ground before it knocks you into the lava.

#8 VEIL FALLS

CANE OF PACCI REQUIRED
Use the Cane of Pacci on the hole in the northwest corner of Lon Lon Ranch. Leap onto the adjacent ledge via the energized hole, then head up to Veil Falls. Descend the ladder to your right and walk east along the shore to procure a Piece of Heart.

#9 NORTH HYRULE FIELD

BOMB REQUIRED
Bomb the rock next to the Royal Valley sign on the west side of North Hyrule Field, then climb down the ladder nearby. You'll discover a Piece of Heart at the bottom of the stairs in the cavern.

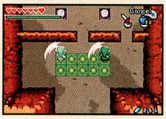
#10 HYRULE TOWN

CANE OF PACCI REQUIRED
There's a Piece of Heart hidden in a secret room at the back of the inn, but you must be tiny to enter. Use the Cane of Pacci to flip over the large vase in the house directly east of the item shop. Stand on the vase to get small, then leave through the teensy exit and climb the mini vine in front of the inn.

#11 MINISH WOODS

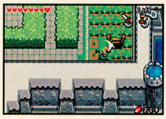
CANE OF PACCI REQUIRED
Ride the whirlwinds in Lon Lon Ranch to its southeast corner. From there, head east to Lake Hylia, then south to Minish Woods. Proceed southwest to pick up a Piece of Heart.

#12 MT. CRENEL



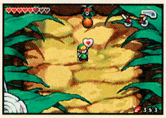
WHITE SWORD REQUIRED
Once you've infused the White Sword with the powers of the Earth and Fire Elements, you can open Greyblade's dojo, where you'll find a Piece of Heart. Inside the cave at point 12, summon your clones on opposite ends of the glowing floor panels, then step on both switches simultaneously.

#13 HYRULE CASTLE GARDEN



When the guards stop patrolling the east side of the garden, you can cut down the grass in the southeast corner to uncover a ladder. The room below is pitch-dark, but there's a Piece of Heart on the left side.

#14 LON LON RANCH

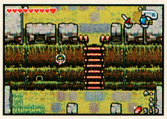


PEGASUS BOOTS & DASH ATTACK REQUIRED
After you acquire the Pegasus Boots, stop by Swiftblade's dojo to learn the dash attack. Use the technique on the tree north of Talon's house to reveal a Minish portal. A Piece of Heart lies at the end of the miniature path to the east. Shrink yourself to reach it.

#15 CASTOR WILDS

PEGASUS BOOTS REQUIRED
Push the large shrine in the southwest corner of Castor Wilds. The stairs underneath lead to a swordmaster and a Piece of Heart.

#16 WIND RUINS



PEGASUS BOOTS REQUIRED
Shrink yourself in the area with the third Armos, then head west and climb down the Minish-sized vines. When you come to a set of three vines, descend the one in the middle and enter the small tunnel next to it. Navigate the winding cavern to nab a Piece of Heart.

#17 FORTRESS OF WINDS

PEGASUS BOOTS REQUIRED
There's a Piece of Heart in the far-east room on the first floor. To reach it, you have to enter the room through the small opening in the adjacent chamber. You can shrink yourself on the second floor and drop into the chamber through the hole in the ground.

MAZAAL

Fire arrows at the orbs in Mazaal's palms, then slash at them with your sword when they fall to the ground. Once you've disabled both hands, hop on one of the Minish portals to get small. Quickly climb inside the boss's head and knock out whichever pillar is glowing. After you're ejected, return to normal size and repeat the process. On subsequent visits to Mazaal's skull, equip your Mole Mitts to dig through the sand and find the illuminated pillar.

#18 MT. CRENEL

MOLE MITTS REQUIRED
Climb the Crenel Wall and burrow through the cavern to the left of the hermit's cave. A Moldorm guards the Piece of Heart inside.

#19 HYRULE TOWN

Simon's Simulations will open for business after you defeat Mazaal and obtain the Ocarina of Wind. Play through the first round (it costs 10 Rupees) and vanquish all of the monsters to win a Piece of Heart.

#20 HYRULE TOWN

FLIPPERS REQUIRED
Swim across the stream in the minidungeon (behind the fountain) where you found the Power Bracelets. There's a Piece of Heart amid some vases on the other side.

#21 VEIL FALLS

FLIPPERS REQUIRED
If you arrive at the falls from North Hyrule Field, you can practice your doggie paddle to reach a Piece of Heart east of the gray bridge.

#22 LAKE HYLIA

FLIPPERS REQUIRED
Stand in the pool of water next to the house at the north end of Lake Hylia and press the B Button to dive for a Piece of Heart.

#23 LAKE HYLIA

FLIPPERS REQUIRED
Use your flippers to get to the Piece of Heart on the small patch of land near Mayor Hagen's cabin.

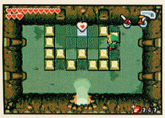
#24 LAKE HYLIA

FLIPPERS REQUIRED
The tree with the hole in it houses Waveblade's dojo, where you'll find a Piece of Heart. Swim there from Mayor Hagen's cabin.

#25 MINISH WOODS

FLIPPERS REQUIRED
Shrink yourself on the tree stump in the western part of Minish Woods, then head northwest (across the bridge) and delve into the far-left cave. The icy paths within lead to a Piece of Heart.

#26 CASTOR WILDS



FLIPPERS REQUIRED
Swim to the cave in the northeast corner of Castor Wilds. To get your hands on the Piece of Heart inside, push the blocks as illustrated to the left.

#27 CASTOR WILDS

FLIPPERS REQUIRED
A lily pad will appear south of the Minish portal in the northwest corner of the swamp as the result of a random Kinstone fusion. Use the pad to ride across the muck while you're small, then trek to the southeast corner and enter the tiny opening above the water. Inside is a Piece of Heart.

#28 SOUTH HYRULE FIELD

FLIPPERS REQUIRED
Dash into the lone tree in the southwest corner of South Hyrule Field to knock off the leaves and reveal a Minish portal. Make yourself itty-bitty, then jump in the water and swim upstream. The tiny cave at the end holds a Piece of Heart.

#29 HYRULE TOWN

If you keep wrangling Cuccos for the girl in the southeast corner of town, she'll eventually give you a Piece of Heart. The girl's requests become increasingly difficult to fulfill, so you'll likely need the flippers and the Pegasus Boots to succeed.

GIANT OCTOROK

Raise your shield to deflect the Octorok's projectiles back at the creature. After three hits, the boss will be encased in ice. Ignite the withered flower at its rear with your Flame Lantern, then watch for falling rocks as the Octorok defrosts and slams into the walls. Continue the battle in the same manner, but keep some distance between you and your foe—it will occasionally try to suck you into its snout and spit you across the room.

#30 ROYAL VALLEY

FLAME LANTERN REQUIRED
Push the tombstone in the top-left corner to uncover a set of stairs. To get your hands on the Piece of Heart at the bottom, conjure your doppelgangers and move the large block.

#31 PALACE OF WINDS

ROC'S CAPE REQUIRED
In the large U-shaped room on the fourth floor, push the blocks on the left over the edge so you can jump across the gap. If you then head north, you'll come to a Piece of Heart at the end of the catwalk.

GYORGS

At the beginning of the battle, leap on the red Gyorg's back. When the beast opens its eyes, multiply yourself in the same formation. You must strike all three eyes simultaneously to make the boss open the rest of its peepers. Hack at them until the monster starts to explode, then hop back on the blue Gyorg as it swoops by. Keep the Roc's Cape equipped to jump over the smaller boss's tail. When your foe opens one of its eyes, quickly stab the oculus with your blade. Eventually, the Gyorg will carry you back to its larger counterpart to begin the process anew. Stay on your toes for additional attacks.

#32 HYRULE TOWN

ROC'S CAPE REQUIRED
A Piece of Heart will fall to the ground if you jump into the big bell at the north end of the town square.

#33 LAKE HYLIA

ROC'S CAPE REQUIRED
Climb down to the shore in front of the north cabin and hop across the islands to a Piece of Heart.

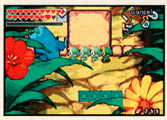
#34 LON LON RANCH

ROC'S CAPE REQUIRED
Hop across the islands in Lake Hylia and dig into the north cave. If you exit through the other side (rather than via one of the ladders), you'll emerge next to a Piece of Heart in Lon Lon Ranch.

#35 HYRULE TOWN

Talk to the man outside the café once you've collected all 130 figurines. He'll let you into the music house, where you'll find a Piece of Heart as well as a phonograph that you can use to listen to the game's tunes.

#36 HYRULE TOWN



FOUR SWORD REQUIRED
Flip over the large vase in the schoolhouse, then get small and head out through the minute opening on the right. Enter the Minish path on the playground and push the large block out of the way to acquire a Piece of Heart.

KINSTONE FUSIONS

Obtaining the following Pieces of Heart requires Kinstone fusions. As with the others, the region listed denotes the location of the heart piece. For the whereabouts of the person with whom you must fuse Kinstones, refer to the tips.

#37 SOUTH HYRULE FIELD

When you fuse Kinstones for the first time with the Hurdy-Gurdy Man in Hyrule Town, the bramble on the tree near Link's house will disappear. A Piece of Heart lies inside the tree.

#38 EASTERN HILLS

Fuse Kinstones with the Minish occupant of the mushroom in the southwest corner.The beanstalk that sprouts to the north leads to a Piece of Heart.

#39 WESTERN WOOD

Warp to the Wind Crest in Lake Hylia and fuse Kinstones with the Minish inside the mushroom. Doing so will clear away the bramble on a tree in Western Wood that contains a Piece of Heart.

#40 MT. CRENEL

If you fuse Kinstones with Melari after you complete the Fortress of Winds, a beanstalk will grow atop the western peak of Mt. Crenel. Climb it to retrieve a Piece of Heart.

#41 LAKE HYLIA

Shrink yourself on the tree stump behind Mayor Hagen's cabin, then paddle north and climb the miniature vine to your right. Drop through the hole and fuse Kinstones with the Minish at the bottom. To reach the beanstalk that sprouts up, burrow into the cave at the north end of the lake and follow the ladders.

#42 VEIL FALLS

Fuse Kinstones with the woman named Gale when she's stranded on the Cloud Tops or upon her return to the Tower of Winds. The cave that's revealed behind Veil Falls holds a Piece of Heart.

#43 VEIL FALLS

Once you've infused your blade with all four elements, swim to the house on the water in the Minish Village. You can fuse Kinstones with the house's resident multiple times, but you must leave and come back after each fusion. The second one will create a patch of land at the mouth of a cave in Veil Falls. Use your Mole Mitts to dig inside the cave and procure a Piece of Heart.

HC LAKE HYLIA

Fusing Kinstones a third time with the aforementioned Minish will cause a tiny hole to appear next to the Wind Crest in Lake Hylia. Drop into the hole and make your way through the underground cavern. You'll emerge next to a mushroom. If you talk to the Minish inside, he'll give you a full Heart Container!

#44 HYRULE CASTLE GARDEN

The east fountain in the Hyrule Castle Garden will drain as a result of a random Kinstone fusion. A Piece of Heart rests beneath it.

A HEARTY HERO

Vaati won't go down easily, so you'll need all the hearts you can get to vanquish the evil sorcerer and save Princess Zelda. We'll understand if you don't get the Piece of Heart for collecting all the figurines, though. That one can be a real pain.

Q & A with the Zelda Team

This title is the third game in the Four Sword series. Did you plan it as a trilogy from the beginning?
Hidemaro Fujibayashi (Capcom): We did not think to develop a trilogy from the beginning. When we developed the first Four Sword game for GBA, we created a new Hyrule legend that said that a long time ago, evil Vaati brought crisis to Hyrule and people sealed that evil. We had some thought that we wanted to carry over that story to future titles in some way.

Four Sword games tend to be more action-oriented than other Zelda games. Is this intentional?
HF: No. Every game was developed based on the concept we chose. In the Four Sword series, multiplayer play is important and I had a big wish to create a vivid expression of Link's moves in a 2-D art style. Those important concepts may generate a more action-style game impression compared to others.

What inspired the Minish idea?
HF: This is the result of my consideration about what is a new idea of a game field for Link. Current vs. past, forward vs. reverse, seasons, adult vs. child, etc. . . that kind of pair concept is a very important element of Zelda games, I think. In this consideration I reached the big vs. small concept and the small people's world this time. After more deep ideation, I found out that this pair can work as a good combination and could create the interesting Minish world.

In the prologue to this game, there are some hints that the Minish people brought a golden light into Hyrule. Does this relate to the Triforce legend?
HF: Golden light is a very, very old legend of Hyrule and nobody knows how it relates to the Triforce legend. It is still a big mystery whether it has some relationship with the Triforce, which is the most important element in the Legend of Zelda series.

We see many familiar characters in this game (even the kid with the dripping nose from the Wind Waker!). Did you refer to any particular Zelda game for development of this game?
HF: In a kind of reverse way. We created the world of Minish Cap first, then chose characters to fit this world.

The game's music is very impressive. How much of it is classic Zelda music, and how much of it is new?
HF: Classic is 70% and original is 30%, I think. The composer for this game is also a big Zelda fan. He does not want to miss the opportunity to relate key Zelda music elements to key points of gameplay, which will make Zelda fans say "Yes!" That perhaps explains the percentage balance.

Ezlo is one of the most original characters ever to emerge in the Zelda universe—how did you come up with the idea of fusing a hat with a bird?
HF: I wanted to have a speaking hat, not a hat with a bird. Based upon my request, the character designer needed a very difficult long time to achieve the final form. The design of Ezlo fulfilled my needs—it has a good sense of existence on the GBA screen and is flexible to dynamic action and moves.

Many gamers think of the bosses from A Link to the Past as some of the best in Zelda history, so it's got to be a challenge to provide new surprises in boss design. How did you go about creating Minish Cap's bosses? And if Ganon were to fight Vaati, who would win?
HF: Ganon is the villain from the Triforce story. We thought the Four Sword story needed a different evil than Ganon, so we created Vaati. Overall, bosses are designed to be good for Four Sword play. Ganon vs. Vaati . . . I never thought about. Perhaps Ganon is more powerful, because of the power of the Triforce.

This title is not the first collaboration between Nintendo and Capcom. How did the development proceed this time?
HF: After the Capcom team presented the core idea and Nintendo agreed to it, we held progress meetings almost every month until completion.

Are you already having discussions about another Zelda collaboration? If so, which platform are you looking at? Is it for DS?
Eiji Aonuma (Nintendo): As with previous development projects, Mr. Fujibayashi's team has done an excellent job. The Zelda universe that his team creates is bringing very good ideas and stimulates Nintendo's team a lot. I would like to continue to work with his team, but we have not decided on any platform for the next project.

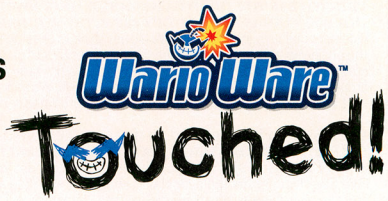
The new 3-D Zelda game shown at E³ was very exciting. Could you tell us your vision for the future of the Zelda universe?
EA: Since the first Zelda game, which was created by Mr. Miyamoto, "responsive intuitive interactivity" has carried throughout the Legend of Zelda series. I always keep this in my mind as the importance of the Zelda universe. Players make things happen by controller moves in gameplay. It is critical that the controls respond to players' intentions and that the controls are easy to understand quickly. I think that as long as we can keep this "responsive intuitive interactivity," a variety of doors are open to the Zelda universe and it is not necessary to pursue traditional Zelda style. We are preparing big exciting things. Stay tuned.

WARNING! DO NOT ATTEMPT THIS AT HOME*

Real-Life Reenactments

We put WarioWare: Touched! to the ultimate test: are the games as fun in real life as they are on the Nintendo DS?

*All reenactments were performed under the supervision of trained professionals—do not attempt. Nintendo of America and its subsidiaries, DyoCon Defense Dynamics and Sir Puffy's Family Feedbag, cannot be held responsible for any injuries, humiliation or uncomfortable silences that result from a person or persons attempting to re-create or reenact our reenactments. In fact, we will sue your skivvies off if you even try. Go ahead, try it.**
Come on. What's the matter? Chicken? Bawk bawk baaaawk!
** Do not actually try it.



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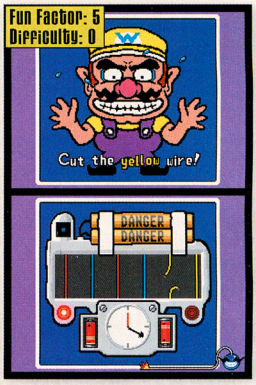
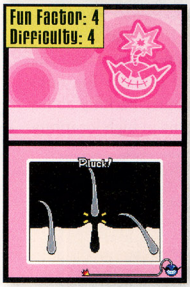


Disarming a Bomb
It couldn't be easier to cut the bomb's wire on your DS, but disarming a real-life bomb proved to be much more stressful. Looking back, we probably shouldn't have brought in innocent bystanders to witness the experiment. Nuts.

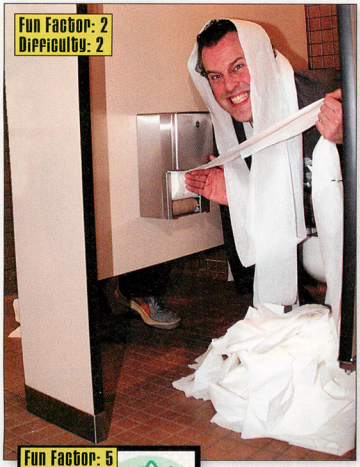
Waking Up a Sleeping Person
For this test, we wrapped a man in the most comfortable bathrobe we could find, gave him a soft Kirby pillow and read him bedtime stories until he hitched a ride on the choo-choo train to slumberland. Then we beat the hell out of a tin can everytime he dozed off. Man, that was fun.

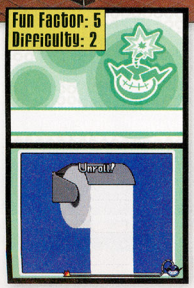
Roses Are Red,
Violets Are Poo!
I Think Love Stinks,
And Now, So Do You!!

Pouring Ketchup on a Corn Dog
Pouring ketchup is harder than it looks. Actually, it's near impossible to make that squirrelly condiment go where you want it to. We tried shot after shot, and this is the best one of the bunch. The WarioWare version of the task is much easier, and the smiley-face reward makes it all the better.



Plucking Hairs
Nope. No way. We're not going anywhere near this one. Grabbing a hair with a stylus and yanking it off the touch screen is one thing, but every time we tried to get near that dude's real-life nose we ended up retching. I mean, you can see *every hair*! Nasty. Buy a razor next time, buddy.





Unrolling Toilet Paper
Unrolling TP in WarioWare is easy and fun—just run the stylus over the roll and let 'er fly. Doing the maneuver in real life is a little more difficult only because you have to monopolize a stall. Our volunteer seemed to enjoy himself, however.

Slicing Flying Meat in Half
Surprisingly easy. We figure it's due to our skill as meat-tossers and this fellow's mad samurai skills. When he showed up to the audition wearing that kimono and quoting lines from *Conan the Barbarian*, we knew it was a done deal.

SUPER MARIO 64 DS

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OUR STRATEGY COVERAGE CONTINUES WITH THIS MONTH'S RED-COIN-COLLECTING BLOWOUT!

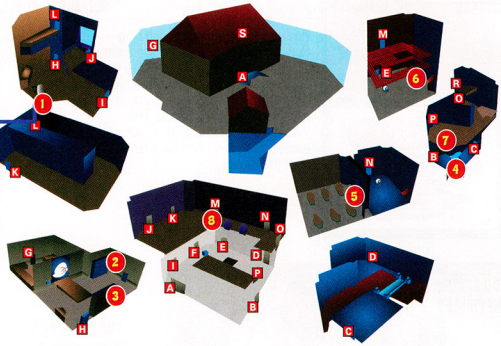
EVERYONE
E
CONTENT RATED BY ESRB

BIG BOO'S HAUNT

You must first complete Go on a Ghost Hunt and defeat Big Boo in the lobby to gain access to the second floor of the mansion. It's easiest to collect the eight red coins in Big Boo's Haunt using Luigi; his speed and helicopter-backflip ability allow you to dodge enemies and nab coins in high locations.

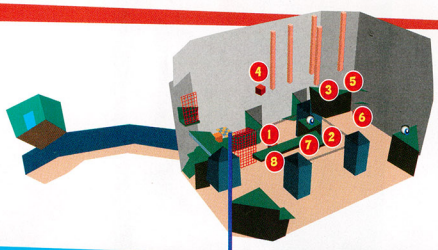
Piano Man

Tiptoe past the dormant piano and grab the first red coin. Don't wake the possessed baby grand—it'll assault you with a performance louder than Elton John's wardrobe.



HAZY MAZE CAVE

From the starting point, jog down the right passageway of Hazy Maze Cave. In the next room, slide down the red pole, head right and climb the large stone stairs; you'll find the pink Buddy Bob-omb at the top. Walk to the edge and mount the moveable platform. Step on the arrow controls at your feet and navigate the platform to each of the brick boxes shown on the map. Pound the masonry with your knuckles to release the first two coins, then jump off at the cliff in the corner of the room for the third coin. Head toward the crystal sphere opposite the staircase and climb the purple pole, then hop onto the checkered platform and ride it to collect coins four through eight. Break the box in your path to free coin four. Coins five through eight will be in plain sight, though you'll have to jump to grab most of them.



Elevation Time! Come on!

Dance games are all the rage these days. Fortunately, Mario gets to strut his foot-stompin' moves in Hazy Maze Cave while aboard a floating platform that looks suspiciously like a dance mat. Simply walk over an arrow to set the machine in motion, then steer the crazy contraption to collect three red coins. The remainder of the crimson booty hovers overhead, where you'll need to ride an uncontrollable (though safe) platform on a guided rail.

LETHAL LAVA LAND

One misstep in Lethal Lava Land will set your feet ablaze. Tread carefully through the molten course on solid ground to reach the Bowser puzzle. All eight coins rest above the puzzle's panels, arranged neatly for your pilfering pleasure, but there's a catch—each square will slide out of place, momentarily exposing you to the scalding magma. Be quick on your feet and collect the coins in any order you wish. Once you've amassed your bounty, the gold star will materialize on a nearby platform.

Look & Learn

Study the movements of the Bowser puzzle pieces. Once you've learned the pattern, make haste and collect all eight red coins.

SHIFTING SAND LAND

Mario's the man for this coin-catching escapade. From the starting point, walk left along the narrow strip of sand and grab the first coin. The second coin is trapped inside a brick box under the bi-level stone structure, and the third one is located in the Tox Box maze. Grab the fourth coin in the oasis. Speak with the Buddy Bob-omb nearby, then hightail it to the far corner of the Tox Box maze and pick up the feather. Drop into the cannon and take to the skies, where you'll find the last four pieces of money suspended in midair. The gold star will appear on top of the bi-level platform where you found the second coin.

Two Tons o' Fun

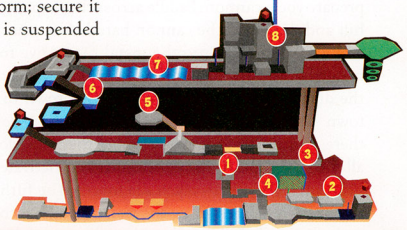
Hide in the crevice of a rolling Tox Box to avoid getting crushed under its immense weight.

BOWSER IN THE FIRE SEA

Use careful, controlled movements with the Control Pad or stylus in this heated coin quest. The first piece of change is hovering above a pit; hop over the hole and glom your prize, but don't overshoot the landing zone or you'll get burned. Next head to the Goomba-guarded hexagonal platform and climb the pole at the far end. The second coin rests at the edge of the tilting platform; secure it quickly and jump to the next post. The third one is inside the cage, and the fourth is suspended underneath the elevator to your left; activate the lift, then quickly step off and drop through the hole to nab it. Return to the elevator, ride it to the top and cross the fire jets to the ramp. Climb to the top of the ramp and snatch the fifth coin (guarded by a horned Bully). Walk down the ramp and slide left. Press and hold the B Button at the bottom to latch on to the grating. Clamber across the fire moat and press onward. Ride the moving platform and jump to snatch coin six. Number seven rests near the fire jets, and coin eight waits at the pole.

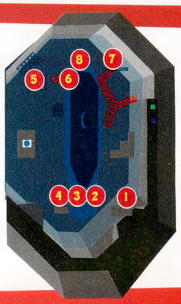
Pole Dancing

Shimmy to the top of this rod and plant a handstand to collect the final piece of scarlet moolah.



DIRE, DIRE DOCKS

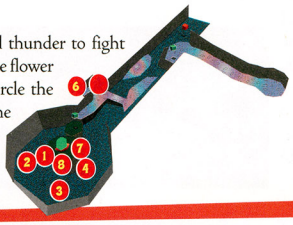
After you've beaten Bowser in the Fire Sea, a series of moving poles will appear over the waters of Dire, Dire Docks. Stomp the dockside stair switch and climb the temporary staircase near the Buddy Bob-omb to the floating platform. Collect the first red coin, then jump onto the moving pole to your left and snag three more as you ride. Return to the starting platform and ride the far pole to the next platform. Take the leftmost pole to the blue star switch, then mount the adjacent post and ride it to collect coin five. Return to the center platform and ride the next series of posts to red coin number six. Grasp the last of the ducats in similar fashion. You can also collect the booty *before* you defeat Bowser in the Fire Sea by swimming to the sub grotto and hitting the ? Block. The flower power-up will inflate Mario like a hot-air balloon. You can then take flight and grab the coins in any order (though it'll take you numerous attempts since the power-up lasts only a short while).



CASTLE SECRETS

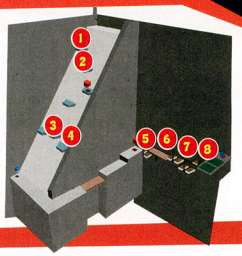
Behind the Waterfall

You'll need Wario's heavy metal thunder to fight the waterfall's currents—grab the flower power-up to transform, then circle the waters for the first four coins. The last four are scattered above water in the alcove and on the center platform.



Beneath the Moat

Smash the large brick box in the empty moat using Wario. Slide down the ramp, don the Mario cap and float to get the coins you missed. After you grab the final coin, change into Luigi and slip through the fence.

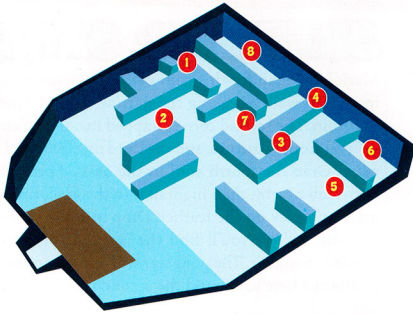


SNOWMAN'S LAND

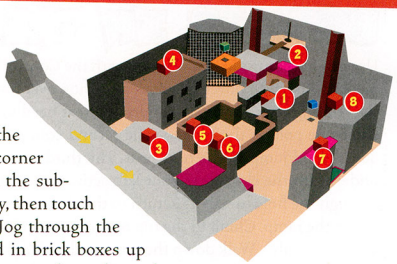
Walk Luigi to the ice-wave machine and bust a helicopter backflip to the far side of the lake. Acquire the Koopa shell from the ! Block and ride it across the water toward the end of the dock. Turn right and race up the steep, icy slope that's lined with coins. Dismount the shell, crouch and crawl into the inexplicably spacious igloo interior. Five coins are suspended in plain sight, and a sixth rests neatly on the ground. The last two bits of tender are submerged in the igloo's chilly waterway—save some gold coins for after your swim; the water is so frigid you'll lose health the longer you stay wet.

Slip 'n' Slide

Don't crash into walls while riding the Koopa shell, or you'll bust your ride. Hop for a speed boost if you lose steam while zipping up the icy slide.



WET-DRY WORLD



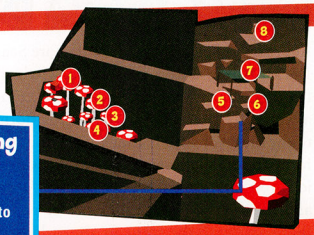
High-jump Luigi into the Skeeter painting to flood Wet-Dry World (alternatively, you can touch the highest diamond in the level to raise the water, but the first method is quicker and easier). Swim to the Buddy Bob-omb on land. He'll prepare you a cannon. Paddle across the map toward the steep slope, then run up the hill and drop into the cannon barrel. Aim your trajectory high at the opposite corner and shoot yourself into the metal cage. Dive to the bottom and swim through the submerged tunnel system until you reach the flooded town. Surface for air if necessary, then touch the diamond below where you entered town to drain the water to street level. Jog through the town square and backflip to higher ground. You'll find all the coins embedded in brick boxes up there, so start by ground-stomping the first two boxes you see. Return to the street and run down the alley to the right of the sewer entrance. Activate the switch and climb the temporary stairs to reach the third coin. You'll need to helicopter-backflip to reach the fourth. The fifth and sixth coins are at opposite sides of the center wall. The last pair rests on the roofs of two homes along the wall. Again, helicopter-backflip to reach them. The gold star will spawn in the church steeple, ready and waiting for Luigi's gloved hands.

TALL, TALL MOUNTAIN

Run up the mountain slope until you reach a patch of giant mushrooms. Collect the four red coins before moving on. Continue along the path until you reach the ivy wall, then hop from ledge to ledge to snatch the last batch. The gold star will appear on top of a mushroom across from the rock wall you just climbed.

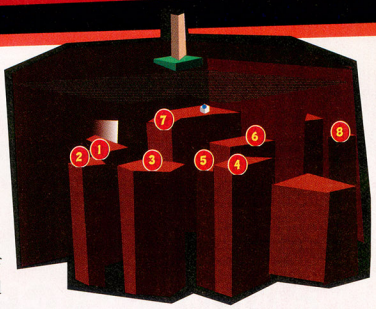
Rock-Wall Climbing

The last four coins are located on a staggered series of ledges. Use Mario's backflip ability to find them.



TINY-HUGE ISLAND

Jump as Luigi through the Goomba painting on the left; he'll arrive on Tiny-Huge Island as a hulking behemoth. Head left from the start point and step on the switch near the warp pipe. Climb the ledge up and around while avoiding the rolling cannonballs. Walk downhill and drop to the sandy beach. Swim to the far hill and speak with the Buddy Bob-omb to activate the cannon, then backtrack and enter the warp pipe next to the cannonball launcher. You'll exit the pipe as a tiny plumber. Return to the Buddy Bob-omb and jump into the cannon. Aim high above the tree on the hill (its leaves should be visible, but not its trunk) and launch yourself. Dismount the tree, then walk left past the giant Goomba and into the cave entrance. The first six coins are within easy reach on a series of platforms. Luigi will have to climb across the ceiling to collect the last two coins. The gold star will then appear on the floor below the eighth coin.

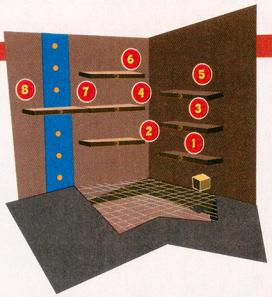


TICK TOCK CLOCK

Walk Luigi left from the starting point. You'll see the first coin resting on a stationary gear. Helicopter-backflip up the series of gears, and collect five red coins. You'll find the last two to your left, suspended in air. Once you've acquired them all, the gold star will show up at the bottom of the gear mechanism.

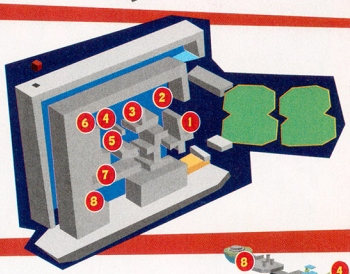
Stop the Clock

Jump through the clock face with the minute hand at 12. You'll suspend the gears, thus stopping time.



RAINBOW RIDE

Ride the magic carpet to the end of the line and cross the spinning platform to the opposite side. Hop across the small stone structures, then backflip to reach each of the first four red coins. Drop to snatch the fifth coin, then backflip to reach the sixth. The last pair of coins rests on lower platforms, so drop to snag each one. The gold star will materialize at the bottom of the course, over the gray star.

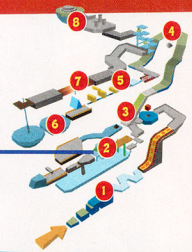


BOWSER IN THE SKY

If you take this course slowly, you'll finish with some shred of sanity. Each piece of crimson lucre rests in a peculiar location that will inevitably test your jumping, ducking, climbing or running skill. Remember that if you fall from a great height, you can ground-stomp before landing to minimize the damage you'll sustain.

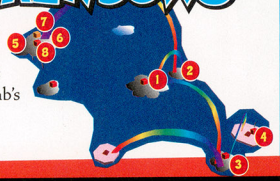
Hidden Island

The second coin is easy to miss—it rests below the seesaw on a hidden ledge. Drop from the pathway just before you reach the wooden plank. Collect a 1-Up Mushroom, then follow the line of gold coins that leads to the prize.



OVER THE RAINBOWS

You'll fly from cloud to cloud wearing Mario's wing cap in this whimsical aerial coin quest. You will also use the cannons on the Buddy Bob-omb's islands to launch Mario to riches.



PAY DAY

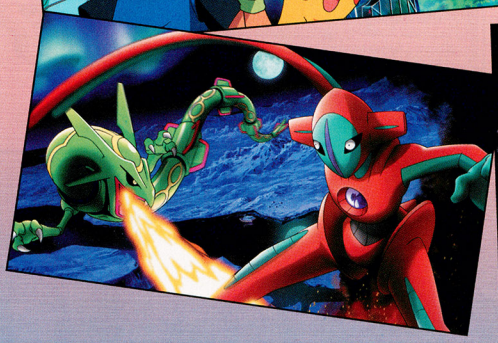
You can finish Super Mario 64 DS with as few as 80 gold stars, but you'll see and do much more if you attempt to amass all 150. Now that you've mastered the art of red-coin collecting, why not scour each level and grab 100 gold coins? Time is money, so get moving!

Pokécenter

We're ringing in the new year with a double shot of Deoxys news and some exclusive, tantalizing details on the upcoming Pokémon Emerald game.

DEOXYS CRASHES TO EARTH

Mark your calendar for February 15th, Pokémon fans—the DVD and video release of *Pokémon: Destiny Deoxys* is imminent! Join Ash, Pikachu and the gang on a thrill ride of epic proportions in this brand-new adventure. The story unfolds in high-tech Larousse City where Ash meets the Pokémon-shy Tory several years after a meteorite crashed to Earth. Fear and wild speculation permeate the city as a mystifying aurora blankets the land in tandem with the arrival of Deoxys—a powerful Pokémon unlike any other. A fantastic clash between titans Deoxys and Rayquaza ensues, forcing everyone into the fray. Who will be victorious?



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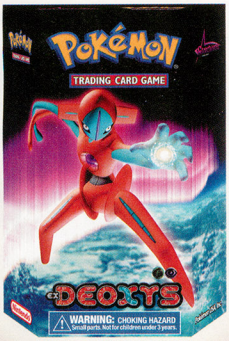
DEOXYS IN YOUR DECK THIS FEBRUARY



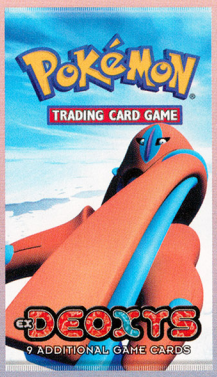
Pokémon Trainers will get another high-energy dose of Deoxys on Monday, February 14th, with the unveiling of Pokémon TCG: EX Deoxys. The expansion will come in two themes: the Starcharge Theme Deck will play host to Deoxys, and the Jetstream Theme Deck will feature Rayquaza. Trainers can re-create the massive battle from *Pokémon: Destiny Deoxys* between the genetically mutated Deoxys and the ancient Rayquaza (who is said to have lived for hundreds of millions of years in Earth's ozone layer). Deoxys has three distinct forms—Defense, Normal and Attack—and Pokémon Trainers can catch 'em all. The 100+ cards available in the expansion include the unique and rare Pokémon ☆ cards of Latias ☆, Latios ☆ and Rayquaza ☆, and will also feature two other Rayquaza cards (the one shown below plus Rayquaza ex). In addition to the new Pokémon, three new Trainer cards let you expand your strategy.

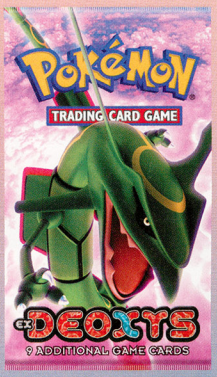
Deoxys comes in Normal form in the Starcharge theme deck. Defense and Attack cards are hidden in booster packs (see images below).

Deoxys can unleash a blistering Energy Crush assault while in Attack form.

While in Defense form, Deoxys can execute a Barrier Attack that reduces damage by 30 after you apply Weakness and Resistance.

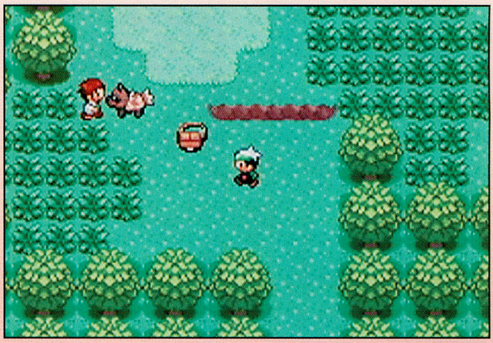
Rayquaza is a formidable adversary against Deoxys.





POKéMON EMERALD—A REAL GEM

Later this year, Pokémon Emerald will hit the Game Boy Advance with a vengeance. The adventure is the third to take place in the Hoenn region, but it will feature all-new areas. The story begins when your character, a young aspiring Pokémon Trainer, moves to Littleroot Town. Crammed amid a truckload of boxes, our hero enters the foreign neighborhood eager to explore. Shortly into your journey a challenge arises and you must choose from three Pokémon—Torchic, Mudkip or Treecko—and fight the good fight. During your quest you'll enter the Battle Frontier, where you'll need every bit of your strategy knowledge and cunning to win. We can't share details yet, but we can tell you that the game looks better than any before it and it will test the mettle of even the most diligent Trainers. In next month's Pokécenter, we'll continue our coverage of this riveting new chapter in the Pokémon saga.



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EVERYONE E CONTENT RATED BY ESRB

BANJO-PILOT™

Fly high with Banjo and friends as they take to the skies for fast-paced fun in their racing extravaganza for the Game Boy Advance.

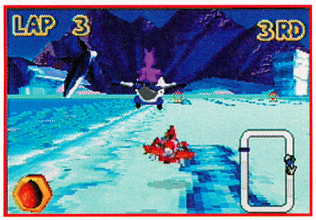
THE SKY'S THE LIMIT

The saga of the sleepy bear began with the 1998 N64 title Banjo-Kazooie, in which Banjo and Kazooie embark on an adventure to save Banjo's sister Tooty from the evil witch Gruntilda. Followed by the N64 sequel Banjo-Tooie and the GBA debut Banjo-Kazooie: Grunty's Revenge, the franchise has become a classic. THQ's Banjo Pilot reunites the whole gang as they race through the familiar worlds of the previous games, competing for prizes and for glory.

BEAR TRACKS

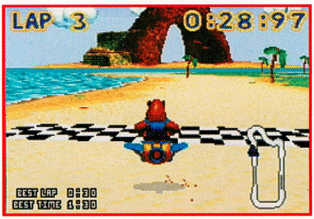
Banjo Pilot offers four single-player race modes. Three are covered below, and Grand Prix is discussed on the following pages. All will test your piloting skills in different ways and earn you Cheato Pages to unlock new characters, abilities and tracks (see page 87). Choosing the right pilot will greatly aid your quest for victory. Check each one's attributes in the bottom-right corner of the screen.

Quick Race



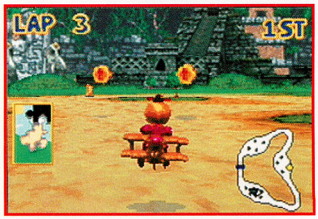
Quick Race mode allows you to race opponents on any unlocked tracks without competing for a cup. The mode will come in handy for practicing on specific courses, and you'll still earn Cheato Pages if you perform well.

Time Trial



In Time Trial mode, you can race against the clock on any unlocked track. You'll be the only racer in this mode, giving you a chance to map out the best possible course for avoiding obstacles and hitting all speed warps.

Jiggy Challenge



There are six Jiggies on every unlocked track in Jiggy Challenge mode. To conquer each track, you must collect the Jiggies and cross the finish line before the Grand Prix leader. If you come in second, you'll lose any Jiggies you've found.

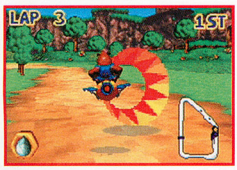
KAZOOIE 500

In Grand Prix mode, you'll need to take full advantage of the game's moves and power-ups to win the Rosette. Your first Grand Prix, hosted by Bottles the Mole, consists of 16 tracks in four cups.

MAP KEY

- Honeycomb
- Cheato's Musical Notes
- Warp
- Globo Warps

Warp Speed

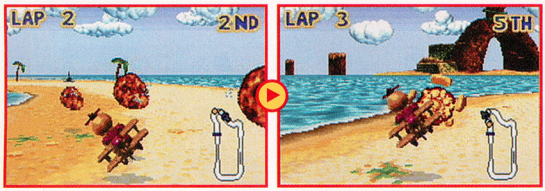


Warps will redirect your plane toward the proper path and give you a temporary boost. Globo Warps have more powerful abilities, and you must shoot them to activate them.

Pilot Power-Ups

Each pilot can hold one power-up at a time. Use it to attack other racers or to protect yourself from an incoming attack.

On a Roll

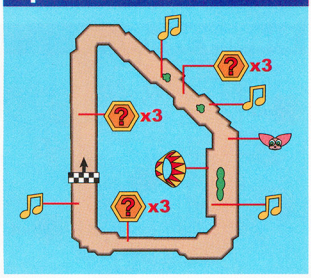


While holding the L Button, perform a barrel roll by pressing Left or Right to avoid obstacles or to pick up items in a hurry. Press Down while holding the L Button to roll backward. You will slow down at first, but if you perform the move at the correct time when attempting to avoid enemy fire, it will provide a quick boost.

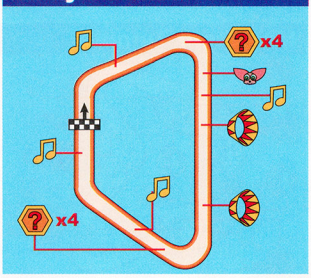
HONEYCOMB CUP

Gain an early advantage over your opponents by pressing the A Button just before the race begins—the move will boost your plane to the front of the pack.

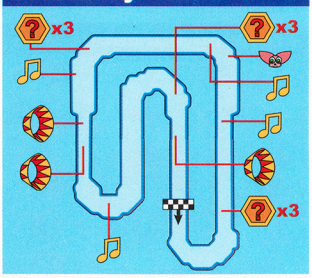
Spiral Mountain



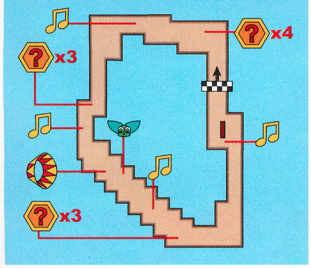
Jinxy's Dunes



Freezeezy Peak



Hailfire Peaks



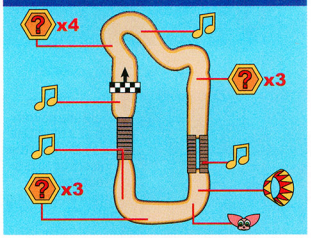
Vs. Kazooie

Boss battles in Banjo Pilot are all about avoiding enemy fire and damaging your opponent by any means possible. While trailing Kazooie, fire at her with the B Button, and make sharp turns using the R Button to avoid the eggs she leaves in your path.

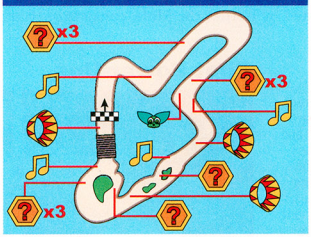
JIGGY CUP

Picking up Honeycombs will earn you power-ups to fire at opponents or to give your plane a boost. When you don't have a power-up in stock, fire pellets at the opponents in front of you to slow them down.

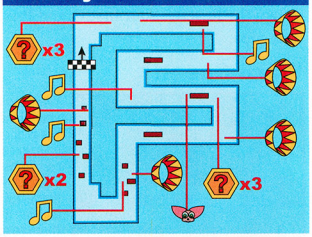
Treasure Trove Cove



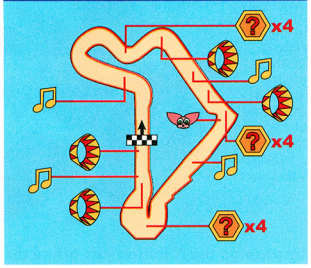
Clanker's River



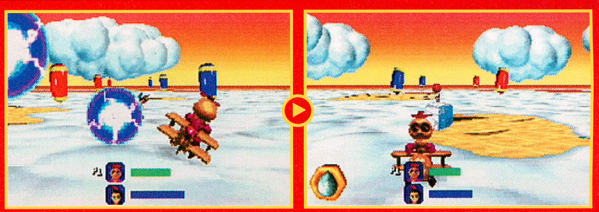
Grunty Industries



Gobi's Valley



Vs. Humba Wumba

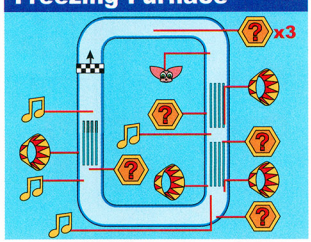


While in front of Humba Wumba, keep moving to avoid fire. If you pick up an ice cube, position yourself in front of Humba Wumba and drop it to deal significant damage.

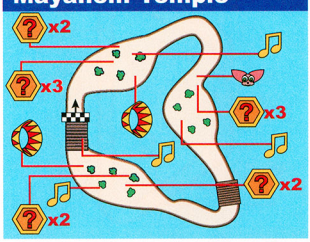
BEEHIVE CUP

Some of the Warps and Globo Warps in the Beehive Cup seem well out of the way. Most of them are worth the effort, though, and will put you back on track when you hit them.

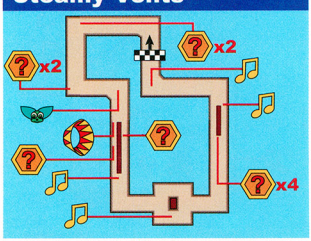
Freezing Furnace



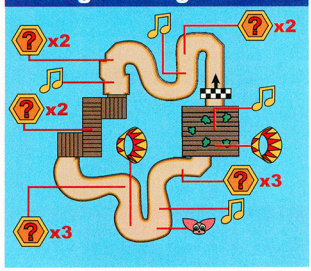
Mayahem Temple



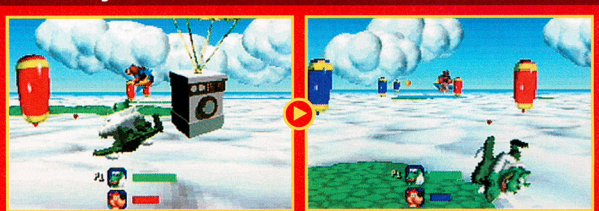
Steamy Vents



J. Roger's Lagoon



Vs. Banjo

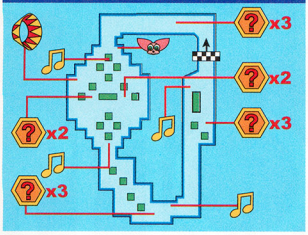


As with the other bosses, you'll need to move around quickly to avoid Banjo's projectiles. Increase your firepower against Banjo by collecting power-ups along your route.

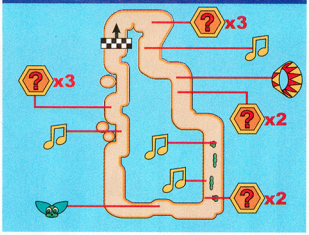
FEATHER CUP

The twists and turns of the Feather Cup will disorient you in a hurry. Practice the tracks to get used to them, and employ the R Button to make tight turns and stay on target.

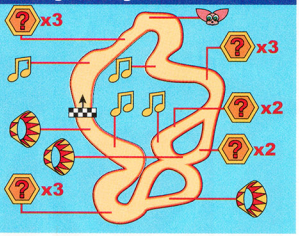
Witchyworld



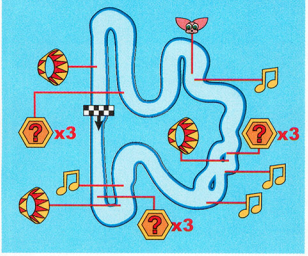
Breegull Beach



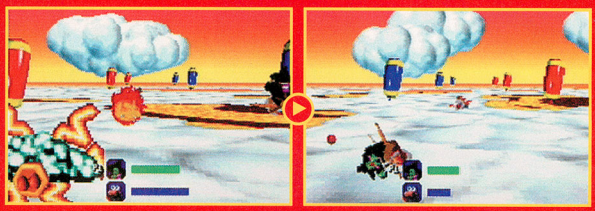
Terrydactyland



Cauldron Keep



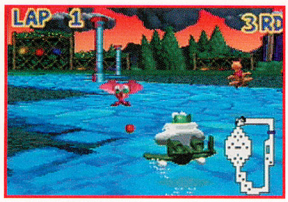
Vs. Bottles

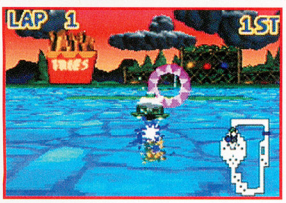


The size of Bottles's ammunition makes his assaults much harder to avoid. Stay to one side until he starts firing, then move toward the other side to avoid getting cornered.

CHEATO TORPEDO

Throughout the game, you'll earn Cheato Pages by completing various tasks. In Grand Prix mode, for instance, you'll receive pages based on how high you place and how many musical notes you collect on a track. The farther through the game you get, the more items Cheato will have for sale. Visit him to unlock new playable characters, multiplayer tracks, Glowbos and even a new Grand Prix after you complete most of the game.





Use Cheato Pages to unlock purple and green Glowbos in Grand Prix mode and Jiggy Challenge mode. Shooting a Purple Glowbo will open up four Warps. If you miss one, though, the rest will disappear. Green Glowbos are less common and harder to hit. If you manage to activate one and reach the Warp, you'll be transported to the end of the lap, giving you a huge advantage over your opponents. Hitting Glowbos will become necessary later in the game to earn gold cups.

HIGH AND LOW

Extra tracks, unlockable characters and hidden items barely crack the surface of Banjo Pilot. There is much to master, including the unforgiving Endurance Grand Prix and the supersecret Jinjo Grand Prix. You can also fly against your friends by linking up in Multiplayer mode. Racing has never been better on the GBA. On your mark, get set, go Banjo Pilot!

2004 NINTENDO POWER AWARDS

NOMINATIONS

EVERY YEAR, NINTENDO POWER LETS OUR READERS PICK THE BEST GAMES OF THE YEAR. AND EVERY YEAR THE NP KREW SHAKES THEIR HEADS AND SAYS, "HOW COULD THEY HAVE VOTED FOR THAT?!" SO THIS YEAR WE'RE ADDING OUR COMMENTS TO THE MIX. WHETHER WE'RE RAVING ABOUT OUR FIRST CHOICE OR TRASHING THE SELECTIONS OF OTHERS, YOU'LL FIND PLENTY OF FOOD FOR THOUGHT. SELECT YOUR WINNERS ON THE PLAYER'S POLL CARD, THEN HEAD ON OVER TO WWW.NINTENDO.COM/NP_AWARDS TO VOTE IN EVEN MORE CATEGORIES.

A GAME OF THE YEAR GCN

1. Final Fantasy: Crystal Chronicles
2. Metal Gear Solid: The Twin Snakes
3. Metroid Prime 2 Echoes
4. Paper Mario: The Thousand-Year Door
5. Pikmin 2
6. Prince of Persia: Warrior Within
7. Second Sight
8. Tales of Symphonia
9. Viewtiful Joe 2

I'm all about escapism, so it's a tough choice between Pikmin 2's miniature melee and Paper Mario's flat-world charms, but Pikmin wins out because its multiplayer mode trumps even the Smash Bros. series for brutal hilarity.

-STEVEN

It's crazy hard to pick one game from this list, but in the end the technical brilliance of Metroid Prime 2 can't be denied. It's a game where graphics, sound, control and level design all blend into a perfect, cohesive whole.

-ALAN

Second Sight gave us the most intriguing, twist-filled storyline of the year and let it unfold through gameplay. There aren't any moments where you feel like you're watching a movie—you're always a full participant.

-GEORGE

There was no clear choice this year, but Paper Mario's hilarious writing, charming graphic style and entertaining battle system gave me more enjoyment than any other game this year.

-STEVE

Tales of Symphonia is an RPG-lover's dream—the long, twisted tale and intricate character-development system make it worth another look.

-CHRIS

B GAME OF THE YEAR GBA

1. Astro Boy: Omega Factor
2. Boktai 2: Solar Boy Django
3. Final Fantasy I & II: Dawn of Souls
4. Kingdom Hearts: Chain of Memories
5. Mario Golf: Advance Tour
6. Mario vs. Donkey Kong
7. Metal Slug Advance
8. Metroid: Zero Mission
9. Pokémon FireRed & Pokémon LeafGreen

Combine legendary characters with one of the best action-game developers in the business, and you get a handheld masterpiece. Everything about Astro Boy, from the old-school gameplay to the startling conclusion, is brilliant.

-STEVE

In a year that brought more retreads than ever before, Metroid: Zero Mission stands out as a game that takes the great gameplay elements and storyline of its predecessor and makes everything better.

-GEORGE

Some say we at NP need to get out more, but at least I enjoyed the outdoors long enough to fall in love with Boktai 2: Solar Boy Django. It is both more accessible and more complex than the fist game—the perfect sequel recipe.

-CHRIS

It's a crime that I can't reach 10 days into '05 and vote Minish Cap, but Astro Boy's GBA romp is a masterpiece in its own right, with developer Treasure doing its best to jazz up the shooter genre.

-STEVEN

Where's my Golden Sun? Where's my Fire Emblem? I think I'll stick with Metal Slug Advance and enjoy blasting things to bits while waiting for a new RPG that makes me giddy—sorry, Kingdom Hearts.

-ALAN

C GAME OF THE YEAR DS

1. Asphalt Urban GT
2. Feel the Magic: XY/XX
3. Madden NFL 2005
4. Mr. Driller: Drill Spirits
5. Spider-Man 2
6. Sprung
7. Super Mario 64 DS
8. Tiger Woods PGA Tour 2005
9. The Urbz: Sims in the City

Finally! Madden NFL 2004 is the sports game that people have wanted—head-to-head football with separate screens and a confidential playbook.

-CHRIS

Feel the Magic is a strange and hilarious mix of minigames wrapped around a central theme. The graphics, gameplay, sound and story all work together to present a seriously warped experience.

-GEORGE

Early in a platform's life, I'm looking for its reasons for being. The insane diversity of minigames in Super Mario 64 DS delivers the goods—I'm still obsessing about sketching trampolines to save plummeting Marios.

-STEVEN

I don't know that Tiger Woods PGA Tour 2005 is the best game on this list, but it's definitely the one I play the most. The soothing nature of golf combined with a competitive tourney system make it perfect for long plane rides.

-ALAN

This is the Sega I know and love! Creative, experimental and downright weird, Feel the Magic was the best reason to own a DS in 2004.

-STEVE

D BEST GRAPHICS GCN

1. Baten Kaitos: Eternal Wings and the Lost Ocean
2. Def Jam: Fight for NY
3. Final Fantasy: Crystal Chronicles
4. Madden NFL 2005
5. Metal Gear Solid: The Twin Snakes
6. Metroid Prime 2 Echoes
7. Pikmin 2
8. Prince of Persia: Warrior Within
9. Viewtiful Joe 2

There's some really tough competition in this category, but Prince of Persia is my pick thanks to its intricately detailed environments and stunning art design.

-STEVE

If this was just about art design, I'd pick Prime 2 in a heartbeat, but those cinema scenes just didn't cut the graphical mustard. Instead, it's Final Fantasy by a beautifully rendered Moogle hair over Samus.

-ALAN

Sure, Prince of Persia might have introduced some quirks that gamers won't appreciate, but no one can argue with the quality of the lush, realistic landscapes.

-CHRIS

Final Fantasy: Crystal Chronicles

E BEST GRAPHICS DS

1. Asphalt Urban GT
2. Feel the Magic: XY/XX
3. Madden NFL 2005
4. Mr. Driller: Drill Spirits
5. Spider-Man 2
6. Sprung
7. Super Mario 64 DS
8. Tiger Woods PGA Tour 2005
9. The Urbz: Sims in the City

Running with the bulls? Swimming through snake innards? Helping your girl slip into something more comfortable? The '70s-cool, double-tall images of Feel the Magic are forever burned into my brain.

-STEVEN

Finally, some competent 3-D on a handheld system. Super Mario 64 DS looks every bit as good as its timeless N64 counterpart.

-STEVE

It might be a stretch to say that Feel the Magic has the best graphics in the traditional sense, but who else is doing that kind of out-there style? It's visual poetry.

-CHRIS

Feel the Magic

F BEST GRAPHICS GBA

1. Advance Guardian Heroes
2. Astro Boy: Omega Factor
3. Harry Potter and the Prisoner of Azkaban
4. Kingdom Hearts: Chain of Memories
5. Mario Pinball Land
6. Metal Slug Advance
7. Metroid: Zero Mission
8. R-Type III: The Third Lightning
9. Sabre Wulf

Kingdom Hearts is impressive from both a technical and an artistic standpoint. I'm a sucker for Tetsuya Nomura character designs, and the game has some of the most well-detailed sprites ever seen on the GBA.

-STEVE

Adopting the more grown-up look and feel of the movie, Harry Potter and the Prisoner of Azkaban is a game that any RPG player will enjoy. The artworks dark details dissolve any kiddie image earlier efforts might convey.

-GEORGE

I totally dig the big-character look in side-scrollers. Metal Slug Advance looks like the dudes from Contra hung out at BALCO labs for a season.

-CHRIS

Metal Slug Advance

BEST SOUND GCN

G

1. Call of Duty: Finest Hour
2. FIFA Soccer 2005
3. The Lord of the Rings: The Third Age
4. Metal Gear Solid: The Twin Snakes
5. Metroid Prime 2 Echoes
6. NCAA Football 2005
7. Pikmin 2
8. Prince of Persia: Warrior Within
9. Splinter Cell Pandora Tomorrow

I like deep percussion in my gunfights, detailed ambient sound in my stealth games and top-notch voice talent in my Metal Gear. Twin Snakes had all the bases covered.

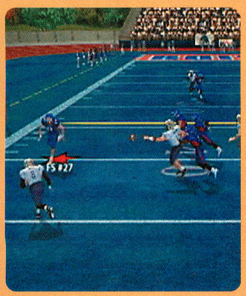
-STEVEN

NCAA Football 2005 delivers an authentic aural atmosphere that is unique to each stadium. The focus on home-field advantage forced the sound designer to set the tone, and it comes through big-time.

-GEORGE

It's not often that the sounds of a sports game actually make you adjust your play. Listening to other players in FIFA Soccer 2005 will help your passing and timing.

-CHRIS



NCAA Football 2005

BEST ORIGINAL MUSIC GCN

H

1. Baten Kaitos
2. Final Fantasy: Crystal Chronicles
3. Metal Gear Solid: The Twin Snakes
4. Paper Mario: The Thousand-Year Door
5. Phantasy Star Online Episode III: C.A.R.D. Revolution
6. Second Sight
7. Tales of Symphonia
8. WarioWare, Inc.: Mega Party Game$
9. X-Men Legends

There's a lot of solid music in this category, but Metal Gear Solid has tunes that I'd listen to all day on my CD player. Between this and Eternal Darkness, I think Silicon Knights's composers deserve a standing ovation.

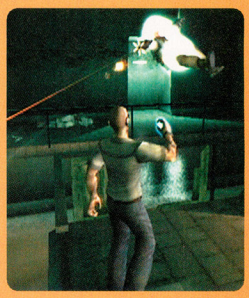
-ALAN

The soundtrack for Free Radical's Second Sight was among the eeriest and moodiest that I've heard in a game. You knew that you were in for a disturbing time from the foreboding first notes.

-STEVEN

Authentic instruments and light, breezy compositions create a great mood for that lark of an RPG adventure, Final Fantasy: Crystal Chronicles.

-GEORGE



Second Sight

BEST MUSIC/SOUND GBA & DS

I

1. Final Fantasy I & II
2. Grand Theft Auto Advance
3. Kingdom Hearts: Chain of Memories
4. Mega Man Zero 3
5. Ridge Racer DS
6. River City Ransom EX
7. Super Mario 64 DS
8. The Urbz: Sims in the City (DS)
9. Wade Hixton's Counter Punch

The opening tune of The Urbz sets up the story perfectly. The sound cues during gameplay help you understand what's going on (and the needs of your character) without being too annoying.

-GEORGE

All hail River City Ransom! Not only is the game hilarious, but the maniacally cheery background music has never made punching chumps in the gut so much fun. It's even catchier than the *Benny Hill* theme.

-ALAN

Final Fantasy I & II combines original music from both titles with one of the coolest-looking in-game song browsers ever.

-CHRIS

Final Fantasy I & II

BEST RPG/STRATEGY GAME GCN

J

1. Baten Kaitos
2. Final Fantasy: Crystal Chronicles
3. Harvest Moon: A Wonderful Life
4. The Lord of the Rings: The Third Age
5. Paper Mario: The Thousand-Year Door
6. Pikmin 2
7. Pokémon Colosseum
8. Tales of Symphonia
9. X-Men Legends

Tales of Symphonia

It's almost impossible to choose between the two Namco titles, but I think Tales of Symphonia is the more polished game—especially when you consider Baten's subpar voice acting.

-ALAN

I'll never have to study the Kabbalah as long as I have a deep RPG at hand—one that lets you conjure miracles if you read deeply enough—and Baten Kaitos's groundbreaking card system holds months of discovery.

-STEVEN

There were a lot of good RPGs for the GCN this year, but Paper Mario: The Thousand-Year Door was the most fun, plain and simple.

-STEVE

BEST RPG/STRATEGY GAME GBA

K

1. Baldur's Gate: Dark Alliance
2. Final Fantasy I & II
3. Harry Potter and Prisoner of Azkaban
4. Kingdom Hearts: Chain of Memories
5. The Lord of the Rings: The Third Age
6. Pokémon FireRed & Pokémon LeafGreen
7. Shining Force: Resurrection of the Dark Dragon
8. Shining Soul II

It's a small miracle that the amalgamation of the Square and Disney universes works as well as it does. In addition to the game's intriguing storyline, Kingdom Hearts's unparalleled production values help put it over the top.

-STEVEN

The original Shining Force on the Sega Genesis is the game that started my love affair with RPGs, and the GBA remake is just as much fun. Plus any game that turns you into a chicken gets extra points in my book.

-ALAN

What a change of direction for the Harry Potter franchise. Finally, a game that matches the design of the books—not the cheesy running-around concept that the platformers can't shake.

-CHRIS

Kingdom Hearts

BEST ADVENTURE GAME

L

1. Boktai 2: Solar Boy Django
2. The Legend of Zelda: Four Swords Adventures
3. Metal Gear Solid: The Twin Snakes
4. Metroid Prime 2 Echoes
5. Metroid: Zero Mission
6. Samurai Jack: The Shadow of Aku
7. Second Sight
8. Spider-Man 2 (GCN)
9. Splinter Cell Pandora Tomorrow

Four Swords Adventures

Anyone who doesn't pick Metroid Prime 2 needs to get their head examined. I know Second Sight is awesome. I know Metal Gear rules. Doesn't matter. Retro's creation is so far beyond everything else that it's almost unfair.

-ALAN

I really like the notion that an adventure game doesn't have to be a single-player experience. Four Swords Adventures is a lighthearted romp that only deepens my love for the Zelda series.

-CHRIS

Second Sight can do nothing wrong. It's my choice for the best total-package action-adventure title of the year.

-GEORGE

BEST PLATFORMER

1. Donkey Kong Country 2
2. Mario vs. Donkey Kong
3. Pitfall: The Lost Expedition (GCN)
4. Prince of Persia: Warrior Within
5. Sabre Wulf
6. Sonic Advance 3
7. Sonic Heroes
8. Super Mario 64 DS
9. Tak 2: The Staff of Dreams

I'm not sure why Sonic Heroes took such a beating in the press. Sure, the camera is a bit wonky, but the game just screams—and in the opinion of this Sonic devotee, stays true to what makes the hedgehog's games so great.

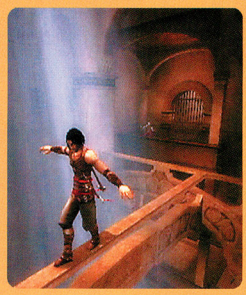
-STEVE

Certain NOAs (aka Steve) will probably punch me in the face for saying this, but Sonic games suck. They weren't fun on the Sega Genesis, they weren't fun on the Sega Saturn and they're not fun now. Vote for Prince of Persia instead.

-ALAN

With its dark, dreamy environments, Prince of Persia pushed into more exotic territory than the first game, and the blend of puzzles and fighting used every inch of the world to amazing effect.

-STEVEN



Prince of Persia: Warrior Within

BEST SHOOTER/ACTION GAME

1. Alien Hominid
2. Astro Boy: Omega Factor
3. Call of Duty: Finest Hour
4. James Bond 007: Everything or Nothing
5. Metal Slug Advance
6. R-Type III: The Third Lightning
7. Serious Sam: Next Encounter
8. Terminator 3: The Redemption
9. Viewtiful Joe 2

I'll always prefer my action games to be of the side-scrolling variety, and Astro Boy: Omega Factor is among the best due to its tight controls, massive sprites and frantic gameplay.

-STEVE

Everything or Nothing is the best Bond game to date. Wedged between other 007 titles of marginal quality, the game offers everything action fans look for. Even the driving levels are excellent.

-CHRIS

The action-oriented puzzles in Viewtiful Joe 2 are hard to figure out and a real challenge to execute, but you're left very satisfied when you do.

-GEORGE

Astro Boy: Omega Factor

BEST SPORTS GAME

1. FIFA Soccer 2005 (GCN)
2. Madden NFL 2005 (GCN)
3. Mario Golf: Advance Tour
4. Mario Power Tennis
5. MVP Baseball 2004
6. NCAA Football 2005
7. NFL Street
8. Ribbit King
9. Tiger Woods PGA Tour 2005 (GCN)

The GCN needed a great baseball game, and it got the best ever. MVP Baseball's pitching-hitting face-off has been refined to a science, and the Cooperstown unlockables put it over the top.

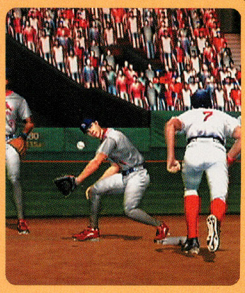
-GEORGE

I'm not sure why Tiger Woods is on this list. Tigerproofing was a good idea, but beyond that there weren't enough improvements to qualify it for Sports Game of the Year. Madden is a much better choice.

-CHRIS

EA's MVP franchise made some major strides this year, but Madden is still the best representation of its sport. Alan and I still play the game every chance we get.

-STEVE



MVP Baseball 2004

P BEST LEVEL DESIGN

1. The Legend of Zelda: Four Swords Adventures
2. Metal Gear Solid: The Twin Snakes
3. Metroid Prime 2 Echoes
4. Metroid: Zero Mission
5. Pikmin 2
6. Prince of Persia: Warrior Within
7. Ribbit King
8. Splinter Cell Pandora Tomorrow
9. Viewtiful Joe 2

I'm starting to sound like a busted record, but Metroid Prime 2 takes this award, too. The fact that you enter the same rooms over and over and constantly find new surprises makes it a stunning technical achievement.

-ALAN

Metroid: Zero Mission takes the basic layout of the first Metroid game, uses some very cool environmental puzzles and adds in a whole new area to complete the picture.

-GEORGE

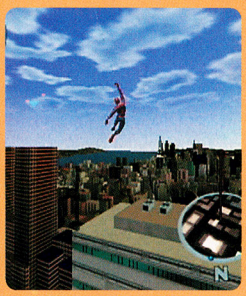
What made Prince of Persia so great is the brilliant level design. As much as Ubisoft touted the new battle system, figuring out the game's environments is still the most fun.

-STEVE

Metroid: Zero Mission

Q BEST CONTROL

1. Feel the Magic: XY/XX
2. James Bond 007: Everything or Nothing
3. The Legend of Zelda: Four Swords Adventures
4. Metroid Prime 2 Echoes
5. Pikmin 2
6. Prince of Persia: Warrior Within
7. Spider-Man 2 (GCN)
8. SRS: Street Racing Syndicate
9. Tiger Woods PGA Tour 2005 (GCN)



Spider-Man 2

This is a tough one. It takes forever to get comfortable with the controls of Spider-Man 2, but once you get the hang of swinging among the skyscrapers, it's the most entertaining part of the game.

-CHRIS

Though Prime 2's control was as smooth as ever, Pikmin 2 finally cracked a nut that's hard for consoles: real-time strategy without use of a keyboard. Extra points for complexity.

-STEVEN

The prince's moves are poetry in motion, and pulling them off feels every bit as smooth thanks to Prince of Persia's perfectly honed controls.

-STEVE

R BEST MULTIPLAYER

1. Donkey Konga
2. Final Fantasy: Crystal Chronicles
3. James Bond 007: Everything or Nothing
4. The Legend of Zelda: Four Swords Adventures
5. Madden NFL 2005 (DS)
6. Metroid Prime 2 Echoes
7. Pikmin 2
8. Worms 3D
9. X-Men Legends

Pikmin 2's multiplayer gameplay made it my runner-up for Game of the Year, but the game that gets more fun as more players are added is Donkey Konga. The way the drums feed off each other is magnificent.

-GEORGE

Though short as a solo game, Final Fantasy revealed its brilliance when four people jumped in. Syncing up several Fire spells at once to cast Firaga is one of the coolest things to hit the series. I can't wait for the DS version.

-STEVEN

Fools! It's all about Pikmin 2! Where else can you sic giant fire-breathing bugs on your opponent while dropping rocks on his head? Nowhere, that's where. Boo-ya!

-ALAN

Pikmin 2

BEST CUT-SCENES

1. Feel the Magic: XY/XX
2. Final Fantasy: Crystal Chronicles
3. James Bond 007: Everything or Nothing
4. Metal Gear Solid: The Twin Snakes
5. Prince of Persia: Warrior Within
6. Ribbit King
7. SRS: Street Racing Syndicate
8. Viewtiful Joe 2
9. X-Men Legends

A few of the newly directed cut-scenes by Ryuhei Kitamura are a bit over-the-top for my taste, but Metal Gear Solid still deserves to win this category thanks to the ninja scene alone. And Revolver Ocelot is a total badass.

-STEVE

There's yet to be a cut-scene invented that was too over-the-top for me . . . which says way more about my tastes than I'd like to admit. Regardless, it's Metal Gear Solid by a landslide.

-ALAN

The production values of Everything or Nothing, in both the cut-scenes and gameplay, get right to the essence of the James Bond franchise.

-GEORGE

007: Everything or Nothing

MOST PLEASANT SURPRISE

1. Alien Hominid
2. Astro Boy: Omega Factor
3. BlowOut
4. Harry Potter and Prisoner of Azkaban (GBA)
5. Pitfall: The Lost Expedition (GCN)
6. Ribbit King
7. Serious Sam: Next Encounter
8. Shaman King: Master of Spirits
9. Wade Hixton's Counter Punch

I'm not too familiar with Shaman King as a cartoon franchise, but the GBA game presented an excellent mixture of side-scroller and RPG features, and didn't require me to know the entire series's backstory.

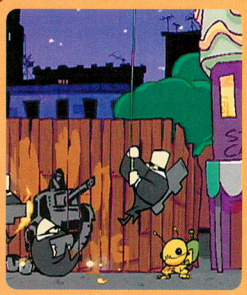
-CHRIS

Serious Sam is the greatest time-waster ever. Take one very large room, add thousands of rounds of ammunition and toss in bizarre aliens as fodder—voilà! You've got the most pleasant surprise.

-ALAN

It's hard to make a 2-D platformer that brings something new to the table, but Alien Hominid's crazy art style, twisted sense of humor and challenging gameplay do just that.

-GEORGE



Alien Hominid

THE GUILTY PLEASURE

1. Being mauled by wolverines in Cabela's Big Game Hunter (GCN)
2. Blocking the view in WarioWare, Inc: Mega Party Games
3. Fighting a Bra and Panties match in WWE: Day of Reckoning
4. Giving bad gifts to the girls in Harvest Moon: A Wonderful Life
5. Hitting the pose button in Catwoman (GCN)
6. Running away with the chalice in Final Fantasy: CC
7. Torturing other players in Four Swords Adventures
8. Unlocking girlfriends in SRS: Street Racing Syndicate
9. Using telekenisis to throw guards around in Second Sight

Is anything more fun than beating a friend to a big Force Gem, then adding insult to injury by throwing him off a cliff? I thought not. Vote Four Swords Adventures!

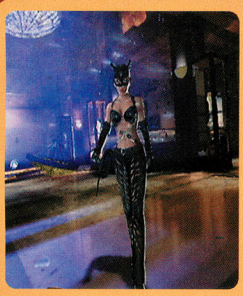
-STEVE

As a kid, I was convinced that I could bend spoons with my mind if I practiced hard enough. Many years and migraines later, I finally got my telekinetic wish and abused it fully in Second Sight.

-STEVEN

I'm all for strutting, although you could at least make it integral to the game or something. It's actually difficult to associate Catwoman with pleasure of any kind.

-CHRIS



Catwoman

Baten Kaitos

Kalas was not only a self-serving anti-hero—a breath of fresh air in a genre filled with stale do-gooderism—he also served as the linchpin for one of the most complex plot twists in RPG history.

-STEVEN

Second Sight works because you feel such a strong connection with John Vattic, unraveling the mystery as he does. The development is further aided by a strong supporting cast.

-STEVE

BEST NEW CHARACTER

1. Admiral Bobbery (Paper Mario: The Thousand-Year Door)
2. Ben Roethlisberger (Madden NFL 2005)
3. The Hostess (Feel the Magic)
4. John Vattic (Second Sight)
5. Kalas (Baten Kaitos)
6. Lloyd (Tales of Symphonia)
7. Louie (Pikmin 2)
8. Mike (Grand Theft Auto Advance)
9. Wade Hixton (Wade Hixton's Counter Punch)

Why is Lloyd even on this list? Please. I haven't heard a character whine so much since Luke had to go into Tashi Station to pick up some power converters. I'd take John Vattic any day.

-CHRIS

BEST VILLAIN

1. The Balrog (The Lord of the Rings: The Third Age)
2. Bowser (Paper Mario: The Thousand-Year Door)
3. Dark Samus (Metroid Prime 2 Echoes)
4. Geldoblame (Baten Kaitos)
5. The Girl in Black (Prince of Persia: Warrior Within)
6. Miror B. (Pokémon Colosseum)
7. Mithos (Tales of Symphonia)
8. Nikolai Diavolo (James Bond 007: Everything or Nothing)
9. Revolver Ocelot (Metal Gear Solid: The Twin Snakes)

It requires an extraspecial performance for a character to stand out so prominently in a game as personality-rich as Paper Mario, but Bowser's moments definitely shine brighter than the rest.

-CHRIS

Not only is Revolver Ocelot the greatest villain on this list, but he's arguably the best villain ever created. From the silky voice to the sweet 'stache, he does everything right—and I know Steve backs me on this one.

-ALAN

The first Prime title relied on huge bosses to provide thrills and challenges, but Prime 2's trickiest terror is Samus-sized—and Dark Samus is every bit as mean as a two-story monster.

-GEORGE

Metal Gear Solid

Paper Mario

Not only is Second Sight's story amazing, it maintains itself in two different time periods and keeps the gameplay relevant to the plot better than so many other games in its genre.

-CHRIS

Comedy is hard (and under-appreciated), but Paper Mario hit every joke just right, and worked in a fair share of melancholy to make the yuks that much bigger. It's some of the best writing in this generation of games.

-STEVEN

BEST STORY/WRITING

1. James Bond 007: Everything or Nothing
2. Kingdom Hearts: Chain of Memories
3. Metal Gear Solid: The Twin Snakes
4. Paper Mario: The Thousand-Year Door
5. Second Sight
6. Sprung
7. Tak 2: The Staff of Dreams
8. Tales of Symphonia
9. Viewtiful Joe 2

Though some of the dialogue isn't as good as the PlayStation original, the story in Metal Gear Solid is one of the greatest in gaming history. Hideo Kojima is a mad genius.

-STEVE

Y — HARDER THAN COLLEGE: THE GREATEST CHALLENGE

1. Beating Alien Homind without losing a life
2. Beating all the games in Mega Man Anniversary Collection
3. Beating everyone on Mt. Battle in Pokémon Colosseum
4. Clearing Metal Gear Solid: TTS without tripping an unnecessary alarm
5. Figuring out how to play Intellivision Lives!
6. Finding every single card in Baten Kaitos
7. Finishing Metroid Prime 2 Echoes with one Energy Tank and 10 missiles
8. Finishing the Pit of 100 Trials in Paper Mario: The Thousand-Year Door
9. Getting the eighth and final ending in Metroid: Zero Mission

Mega Man? Not only is it tough, but who would want to devote the time? Oh that's right, NOA Steve. Sheesh.

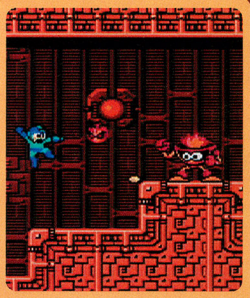
-CHRIS

All tough, but my vote goes to Metal Gear Solid. I can't even breathe without tripping an alarm.

-GEORGE

As always, cute + brutal = awesome. Alien Hominid may have looked cute, but the 2-D sides-scrolling shooter was old-school cruel in terms of gameplay. Truly the most difficult thing ever.

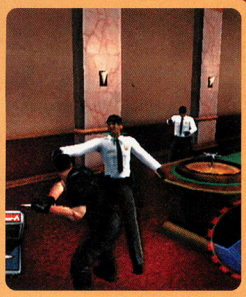
-STEVEN



Mega Man Anniversary Collection

Z — UGH! THE MOST PAINFUL GAME OF 2004

1. Bad Boys: Miami Takedown
2. Elf
3. Intellivision Lives!
4. Lotus Challenge
5. Serious Sam Advance
6. That's So Raven!
7. Thunder Alley
8. Thunderbirds
9. Trigger Man



Trigger Man

Not only does That's So Raven feature ugly graphics and really lame play mechanics, but it's a mean-spirited game that teaches young girls to be total bee-otches.

-STEVE

Trigger Man hurts. Literally hurts. Just staring at the box is usually enough to make your oatmeal hit the wall. If someone gave me the choice of playing the game or getting kneed in the junk, I'd really have to think about it.

-ALAN

How many people saw Lotus Challenge on the shelves and went, "Oooo! Lotuses! Cool!"? That's right . . . nine. And they were all expats from northern England.

-CHRIS

AA — BEST GAME OF THE YEAR

THE LAST VOTE IS FOR THE BEST OVERALL GAME OF 2004, AND YOU CAN CHOOSE ANY FIVE TITLES FROM ANY PLATFORM. CHECK THE GAME LIST ON THE FOLLOWING PAGE, THEN WRITE YOUR CHOICES (BY NUMBER, NOT BY NAME) IN THE SLOTS PROVIDED ON THE PLAYER'S POLL CARD. ONCE YOU'VE VOTED, MAIL US THE CARD AND HEAD FOR WWW.NINTENDO.COM/NP_AWARDS TO VOTE IN MORE CATEGORIES—WE'LL HAVE ALL THE RESULTS IN VOLUME 191!

Metroid Prime 2 Echoes

2004 RELEASES

NINTENDO GAMECUBE

1. The Adventures of Jimmy Neutron Boy Genius: Attack of the Twonkies
2. Alien Hominid
3. Amazing Island
4. Army Men: Sarge's War
5. Bad Boys: Miami Takedown
6. Baten Kaitos: Eternal Wings and the Lost Ocean
7. Blowout
8. Bomberman Jetters
9. Cabela's Big Game Hunter 2005 Adventures
10. Call of Duty: Finest Hour
11. Carmen Sandiego: The Secret of the Stolen Drums
12. Catwoman
13. Codename Kids Next Door: Operation S.O.D.A.
14. Conflict: Desert Storm II—Back to Baghdad
15. Custom Robo
16. Def Jam: Fight for NY
17. Digimon Rumble Arena 2
18. Disney/Pixar's The Incredibles
19. Donkey Konga
20. Dragon Ball Z: Budokai 2
21. DreamWorks Shark Tale
22. The Fairly OddParents!: Shadow Showdown
23. FIFA Soccer 2005
24. Final Fantasy: Crystal Chronicles
25. Freestyle Street Soccer
26. Future Tactics: The Uprising
27. GoldenEye: Rogue Agent
28. Harry Potter and the Prisoner of Azkaban
29. Harvest Moon: A Wonderful Life
30. Intellivision Lives!
31. James Bond 007: Everything or Nothing
32. King Arthur
33. The Legend of Zelda: Four Swords Adventures
34. Lemony Snicket's A Series of Unfortunate Events
35. The Lord of the Rings: The Third Age
36. Lotus Challenge
37. Madden NFL 2005
38. Mario Party 6
39. Mario Power Tennis
40. MC Groovz dancecraze
41. Mega Man Anniversary Collection
42. Mega Man X: Command Mission
43. Metal Gear Solid: The Twin Snakes
44. Metroid Prime 2 Echoes
45. Midway Arcade Treasures 2
46. Mission: Impossible—Operation Surma
47. MVP Baseball 2004
48. NASCAR 2005: Chase for the Cup
49. NBA Live 2005
50. NCAA Football 2005
51. Need for Speed Underground 2
52. NFL Street
53. NHL 2005
54. Paper Mario: The Thousand-Year Door
55. Phantasy Star Online: Episode I & II Plus
56. Phantasy Star Online Episode III: C.A.R.D. Revolution
57. Pikmin 2
58. Pitfall: The Lost Expedition
59. Pokémon Box: Ruby and Sapphire
60. Pokémon Colosseum
61. The Polar Express
62. Pool Paradise
63. Power Rangers: Dino Thunder
64. Prince of Persia: Warrior Within
65. Puyo Pop Fever
66. Ribbit King
67. Road Trip: Arcade Edition
68. Samurai Jack: The Shadow of Aku
69. Scaler
70. Scooby-Doo!: Mystery Mayhem
71. Second Sight
72. Serious Sam: Next Encounter
73. Shrek 2
74. Sonic Heroes
75. Space Raiders
76. Spider-Man 2
77. The SpongeBob SquarePants Movie
78. Spyro: A Hero's Tail
79. SRS: Street Racing Syndicate
80. Starsky & Hutch
81. Tak 2: Staff of Dreams
82. Tales of Symphonia
83. Teenage Mutant Ninja Turtles 2: Battle Nexus
84. Terminator 3: The Redemption
85. Tiger Woods PGA Tour 2005
86. Tom Clancy's Rainbow Six 3
87. Tom Clancy's Splinter Cell Pandora Tomorrow
88. Tony Hawk's Underground 2: World Destruction Tour
89. Top Angler: Real Bass Fishing
90. Trigger Man
91. Ty the Tasmanian Tiger 2: Bush Rescue
92. The Urbz: Sims in the City
93. Viewtiful Joe 2
94. WarioWare, Inc.: Mega Party Game$
95. Worms 3D
96. WWE: Day of Reckoning
97. X-Men Legends
98. Zoids: Battle Legends

NINTENDO DS

99. Asphalt Urban GT
100. Feel the Magic: XY/XX
101. Madden NFL 2005
102. Mr. Driller: Drill Spirits
103. PictoChat
104. Ping Pals
105. Ridge Racer DS
106. Spider-Man 2
107. Sprung
108. Super Mario 64 DS
109. Tiger Woods PGA Tour 2005
110. The Urbz: Sims in the City

GAME BOY ADVANCE

111. Advance Guardian Heroes
112. The Adventures of Jimmy Neutron Boy Genius: Attack of the Twonkies
113. Archer Maclean's 3D Pool
114. Around the World in 80 Days
115. Astro Boy: Omega Factor
116. Backyard Baseball
117. Baldur's Gate: Dark Alliance
118. Barbie as the Princess and the Pauper
119. Beyblade GRevolution
120. Boktai 2: Solar Boy Django
121. Bomberman (Classic NES Series)
122. Bookworm
123. Bubble Bobble Old and New
124. Cabela's Big Game Hunter 2005
125. Cartoon Network Block Party
126. Castlevania (Classic NES Series)
127. Catwoman
128. Crash Bandicoot Purple: Ripto's Rampage
129. Crushed Baseball
130. CT Special Forces II: Back in the Trenches
131. Dead to Rights
132. Digimon Racing
133. Disney's Aladdin
134. Disney's Home on the Range
135. Disney's Kim Possible 2: Drakken's Demise
136. Disney's Lilo & Stitch 2: Hamsterviel Havoc
137. Disney's Lizzie McGuire 2: Lizzie Diaries
138. Disney/Pixar's Finding Nemo: The Adventure Continues
139. Disney/Pixar's The Incredibles
140. Donkey Kong (Classic NES Series)
141. Donkey Kong Country 2
142. Dora the Explorer: Super Star Adventures
143. Dragon Ball Z: Buu's Fury
144. Dragon Ball Z: Supersonic Warriors
145. Dreamworks Shark Tale
146. Dr. Mario (Classic NES Series)
147. Dr. Seuss: Green Eggs and Ham
148. Dr. Seuss: The Cat in the Hat
149. Duel Masters 2: Kaijudo Showdown
150. Elf
151. Excitebike (Classic NES Series)
152. F-Zero: GP Legend
153. F/A 18F Super Hornet
154. Fear Factor: Unleashed
155. FIFA Soccer 2005
156. Final Fantasy I & II: Dawn of Souls
157. Golden Nugget Casino
158. Grand Theft Auto Advance
159. Gundam Seed: Battle Assault
160. Hamtaro: Ham-Ham Games
161. Harry Potter and the Prisoner of Azkaban
162. Hot Wheels Stunt Track Challenge
163. Ice Climber (Classic NES Series)
164. kill.switch
165. Kingdom Hearts: Chain of Memories
166. Kirby & The Amazing Mirror
167. The Legend of Zelda (Classic NES Series)
168. LEGO Knights' Kingdom
169. Lemony Snicket's A Series of Unfortunate Events
170. The Lord of the Rings: The Third Age
171. Madden NFL 2005
172. Mario Golf: Advance Tour
173. Mario Pinball Land
174. Mario vs. Donkey Kong
175. Mega Man Battle Chip Challenge
176. Mega Man Battle Network 4: Blue Moon
177. Mega Man Battle Network 4: Red Sun
178. Mega Man Zero 3
179. Metal Slug Advance
180. Metroid (Classic NES Series)
181. Metroid: Zero Mission
182. Mighty Beanz Pocket Puzzles
183. Monopoly
184. Monster Trucks
185. Ms. Pac-Man: Maze Madness
186. Need for Speed: Porsche Unleashed
187. Need for Speed Underground 2
188. Nicktoons: Freeze Frame Frenzy
189. Pac-Man (Classic NES Series)
190. Pac-Man World
191. Pitfall: The Lost Expedition
192. Pokémon FireRed
193. Pokémon LeafGreen
194. The Polar Express
195. Power Rangers: Dino Thunder
196. R-Type III: The Third Lightning
197. Rapala Pro Fishing
198. River City Ransom EX
199. Road Trip: Shifting Gears
200. Rugrats All Grown Up!: Express Yourself
201. Scooby-Doo! 2: Monsters Unleashed
202. SD Gundam Force
203. Serious Sam Advance
204. Shaman King: Master of Spirits
205. Shining Force: Resurrection of the Dark Dragon
206. Shrek 2
207. Shrek 2: Beg for Mercy!
208. Sitting Ducks
209. Smashing Drive
210. Sonic Battle
211. Spider-Man 2
212. The SpongeBob SquarePants Movie
213. Spyro Orange: The Cortex Conspiracy
214. *Star Wars* Trilogy: Apprentice of the Force
215. Starsky & Hutch
216. Static Shock
217. Strawberry Shortcake: Summertime Adventure
218. Super Mario Bros. (Classic NES Series)
219. Tak 2: Staff of Dreams
220. Teenage Mutant Ninja Turtles 2
221. Ten Pin Alley 2
222. Texas Hold 'Em Poker
223. Thunder Alley
224. Thunderbirds
225. Tony Hawk's Underground 2: World Destruction Tour
226. Tron 2.0: Killer App
227. Ty the Tasmanian Tiger 2: Bush Rescue
228. Ultimate Card Games
229. The Urbz: Sims in the City
230. Wade Hixton's Counter Punch
231. World Championship Poker
232. WWE Survivor Series
233. XS Moto
234. Yu-Gi-Oh!: Destiny Board Traveler
235. Yu-Gi-Oh!: Reshef of Destruction
236. Yu-Gi-Oh!: World Championship Tournament 2004
237. Yu Yu Hakusho Tournament Tactics
238. Zoids: Legacy

2004 NINTENDO POWER AWARD NOMINATIONS

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A.	1	2	3	4	5	6	7	8	9
B.	1	2	3	4	5	6	7	8	9
C.	1	2	3	4	5	6	7	8	9
D.	1	2	3	4	5	6	7	8	9
E.	1	2	3	4	5	6	7	8	9
F.	1	2	3	4	5	6	7	8	9
G.	1	2	3	4	5	6	7	8	9
H.	1	2	3	4	5	6	7	8	9
I.	1	2	3	4	5	6	7	8	9
J.	1	2	3	4	5	6	7	8	9
K.	1	2	3	4	5	6	7	8	
L.	1	2	3	4	5	6	7	8	9
M.	1	2	3	4	5	6	7	8	9
N.	1	2	3	4	5	6	7	8	9
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P.	1	2	3	4	5	6	7	8	9
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W.	1	2	3	4	5	6	7	8	9
X.	1	2	3	4	5	6	7	8	9
Y.	1	2	3	4	5	6	7	8	9
Z.	1	2	3	4	5	6	7	8	9

Choose your five favorite games from the "2004 Releases" list on page 98, then list their numbers in order of preference to vote for The Best Overall Game of 2004.

AA. 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

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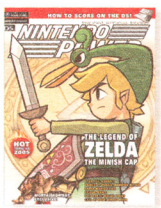

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CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

GRAND THEFT AUTO ADVANCE PACKAGE LOCATIONS—PAGE 101

In this month's edition of Classified Information, we'll show you the locations of all 100 packages in Grand Theft Auto Advance so you can fill out your arsenal. After all, sometimes the only difference between a lowly street thug and a powerful crime lord is a fully loaded minigun. Just remember to snarl, "I ain't got time to bleed" for maximum impact. We've also got a smorgasbord of codes for the Teenage Mutant Ninja Turtles' latest foray on the GCN.

GRAND THEFT AUTO ADVANCE GBA

TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS GCN

TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS — GCN

TURTLE POWER-UPS

PASSWORDS

MAKE THE GAME EASIER (OR HARDER) AND UNLOCK NEW COSTUMES.

Just in case mutant amphibious martial arts masters battling dinosaur aliens in outer space isn't enthralling enough for you, Battle Nexus contains a bunch of passwords to spice things up. To input one of them, go to the Options menu and select Passwords. A confirmation message will appear if you key in the password correctly.

CHEAT CODES

Shredder's minions and the Triceratons proving too tough for you? The following passwords will give you an edge (or just make bizarre sound effects).

PASSWORD	EFFECT
DSRDMRM	HEALTH—TURTLES NO LONGER SUFFER DAMAGE FROM EFFECTS
RSRLRSM	ALL-YOU-CAN-THROW SHURIKEN—TURTLES CAN CARRY UNLIMITED NUMBER OF SHURIKEN
LSDRRDR	MIGHTY TURTLE—TURTLES NO LONGER RECEIVE DAMAGE
MRLMRMR	PIZZA PARADISE—ALL STAMINA-RESTORING ITEMS ARE UPGRADED TO PIZZA
DRMSRLR	SELF-RECOVERY—STAMINA METER GRADUALLY RESTORES ITSELF
MLDSRDM	SQUEAKING—ATTACKING FOES PRODUCES A GOOFY SOUND EFFECT
LDRMRLM	SUPER DEFENSE POWER—TURTLES' DEFENSE POWER DOUBLED
SDLSRLL	SUPER OFFENSE POWER—TURTLES' ATTACK POWER DOUBLED
SSSMRDD	TODDLING—WALKING PRODUCES A GOOFY SOUND EFFECT

CHALLENGE CODES

Want a stiffer challenge for your heroes in a half shell? Enter the passwords below to increase the game's difficulty in a variety of ways.

PASSWORD	EFFECT
SDSDRLD	ABYSS—FALLING CAUSES INSTANT DEATH
MRMDRMD	ENDURANCE—STAMINA-RESTORING ITEMS NO LONGER AVAILABLE
LRSRDRD	FATAL BLOW—ANY DAMAGE IS FATAL
RLMRDSL	LOSE SHURIKEN—SHURIKEN NO LONGER AVAILABLE
SLSDRDL	NIGHTMARE—ENEMIES' ATTACK POWER DOUBLED
DRSLLSR	POISON—TURTLES SUFFER FROM POISONOUS EFFECT
RDSRMRL	SUPER TOUGH—ENEMIES' DEFENSE POWER DOUBLED

UNLOCKABLES

After you enter one of the Nexus outfit passwords, hold the L Button while you're selecting your character to equip the costume. You can check out the Playmates toys and other bonus materials on the computer at the turtles' base.

PASSWORD	UNLOCKABLE
DSLRDRM	NEW NEXUS TURTLE OUTFIT FOR DONATELLO
LMRMDRD	NEW NEXUS TURTLE OUTFIT FOR LEONARDO
MLMRDRM	NEW NEXUS TURTLE OUTFIT FOR MICHELANGELO
RMSRMDR	NEW NEXUS TURTLE OUTFIT FOR RAPHAEL
SRMLDDR	PLAYMATES ADDED TO BONUS MATERIALS

PARCEL SERVICE

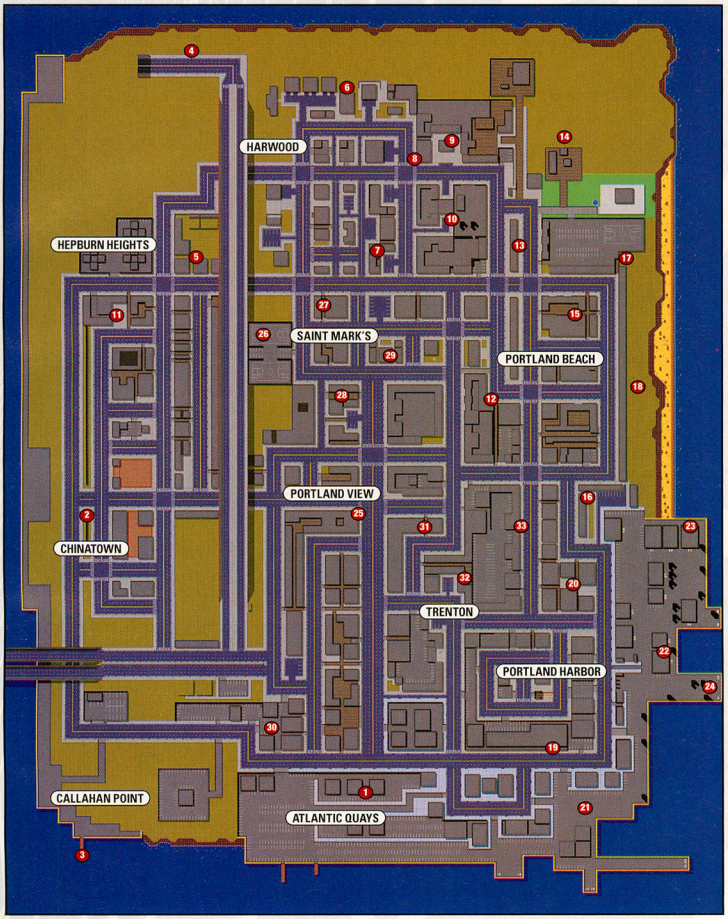
STRATEGY

RETRIEVE PACKAGES TO EARN FREE FIREARMS.

There are 100 packages scattered throughout Liberty City. We have no idea what's inside them (we're guessing fresh-baked pies), but for every 10 you collect, you'll receive a reward (see the chart to the right). The weapons and body armor will become available in unlimited supplies at your hideout. The million dollars will be added to your bank account automatically. (Though who needs money when you have infinite rocket launchers at your disposal?) On the following pages, we've provided the coordinates for every package and marked their locations on maps of the islands. To view your coordinates in the game, press A, B and Start simultaneously.

PACKAGES	REWARD
10	PISTOL
20	UZI
30	BODY ARMOR
40	SHOTGUN
50	GRENADES
60	MOLOTOV COCKTAILS
70	ASSAULT RIFLE
80	MINIGUN
90	ROCKET LAUNCHER
100	$1,000,000

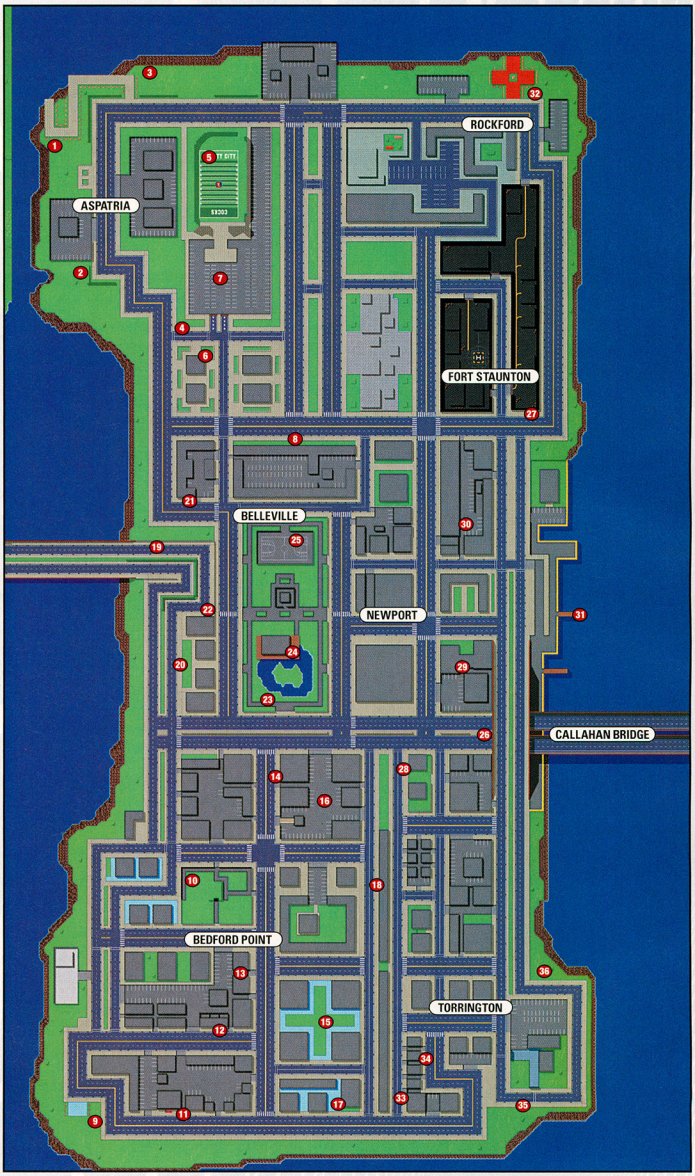
PORTLAND



REGION	COORDINATES	
1. ATLANTIC QUAYS	116	218
2. CHINATOWN	38	142
3. CALLAHAN POINT	38	233
4. HARWOOD	67	20
5. HARWOOD	68	74
6. HARWOOD	111	29
7. HARWOOD	119	72
8. HARWOOD	129	46
9. HARWOOD	139	41
10. HARWOOD	139	63
11. HEPBURN HEIGHTS	47	92
12. PORTLAND BEACH	149	113
13. PORTLAND BEACH	158	71
14. PORTLAND BEACH	170	42
15. PORTLAND BEACH	173	89
16. PORTLAND BEACH	176	138
17. PORTLAND BEACH	185	73
18. PORTLAND BEACH	190	106
19. PORTLAND HARBOR	165	208
20. PORTLAND HARBOR	171	162
21. PORTLAND HARBOR	176	223
22. PORTLAND HARBOR	196	180
23. PORTLAND HARBOR	205	146
24. PORTLAND HARBOR	210	191
25. PORTLAND VIEW	114	142
26. SAINT MARK'S	88	94
27. SAINT MARK'S	104	87
28. SAINT MARK'S	109	111
29. SAINT MARK'S	123	98
30. TRENTON	90	201
31. TRENTON	132	147
32. TRENTON	144	159
33. TRENTON	158	145

STAUNTON ISLAND

REGION	COORDINATES	
1. ASPATRIA	8	34
2. ASPATRIA	12	58
3. ASPATRIA	27	16
4. ASPATRIA	36	71
5. ASPATRIA	40	34
6. ASPATRIA	41	76
7. ASPATRIA	44	62
8. ASPATRIA	59	94
9. BEDFORD POINT	18	239
10. BEDFORD POINT	36	185
11. BEDFORD POINT	36	237
12. BEDFORD POINT	42	219
13. BEDFORD POINT	48	207
14. BEDFORD POINT	56	165
15. BEDFORD POINT	66	217
16. BEDFORD POINT	67	171
17. BEDFORD POINT	69	235
18. BEDFORD POINT	77	188
19. BELLEVILLE	31	116
20. BELLEVILLE	35	141
21. BELLEVILLE	38	107
22. BELLEVILLE	42	131
23. BELLEVILLE	54	149
24. BELLEVILLE	59	139
25. BELLEVILLE	60	115
26. CALLAHAN BRIDGE	101	156
27. FORT STAUNTON	110	89
28. NEWPORT	83	163
29. NEWPORT	95	143
30. NEWPORT	96	111
31. NEWPORT	119	131
32. ROCKFORD	111	21
33. TORRINGTON	83	235
34. TORRINGTON	87	227
35. TORRINGTON	108	235
36. TORRINGTON	112	206



SHORESIDE VALE

REGION	COORDINATES	
1. CEDAR GROVE	74	36
2. CEDAR GROVE	84	26
3. CEDAR GROVE	91	53
4. CEDAR GROVE	124	51
5. COCHRANE DAM	3	4
6. COCHRANE DAM	15	38
7. COCHRANE DAM	34	28
8. FRANCIS INTL	17	196
9. FRANCIS INTL	17	233
10. FRANCIS INTL	18	154
11. FRANCIS INTL	38	159
12. FRANCIS INTL	45	171
13. FRANCIS INTL	52	202
14. FRANCIS INTL	74	180
15. FRANCIS INTL	84	193
16. FRANCIS INTL	90	242
17. FRANCIS INTL	92	159
18. HIDEOUT	33	120
19. PIKE CREEK	23	112
20. PIKE CREEK	44	129
21. PIKE CREEK	45	83
22. PIKE CREEK	58	77
23. PIKE CREEK	60	114
24. PIKE CREEK	77	134
25. WICHITA GARDENS	76	119
26. WICHITA GARDENS	78	62
27. WICHITA GARDENS	91	78
28. WICHITA GARDENS	95	76
29. WICHITA GARDENS	106	99
30. WICHITA GARDENS	113	116
31. WICHITA GARDENS	117	69

NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES MARCH 2005

★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

STAR FOX: ASSAULT

Nintendo's Fox squad shows furry fury on its return to active duty.

Star Fox 64 is one of those benchmark titles that players recall fondly. It was a perfect mix of air combat and vehicular battle that left sweaty-palmed battlers begging for more. After an adventure-oriented escape on Dinosaur Planet in 2002's Star Fox Adventures, the Star Fox Team is ready for a return to the run-and-gun routine of its earlier titles. Nintendo's Star Fox: Assault pits Fox McCloud and his pals against enemies old (Pigma Dengar, Wolf O'Donnell) and new (the insectlike Aparoid army) in a 10-mission war story that resolves old rivalries and starts new ones. Some of the game's Arwing space missions are rail-shooter trials, while others are more free-form. Ground missions have you fighting on-foot and in a Landmaster tank. Regardless of your transportation mode, you'll spend most missions firing at everything that moves and collecting power-ups as you prepare for monstrous boss battles that are both great to look at and tricky, especially in the most advanced of three difficulty levels.

The action is splendid, and three play control schemes ensure that you'll have smooth sailing through the story and multiplayer battles. The dialogue and voice acting are more corny than dramatic, but they never get in the way of the fun.

COMMENTS: **Steven**—It's great to see Fox get back on track with complex flying missions. Though in-fight character dialogue can get repetitive, SFA's triple-attack-method gameplay stays varied and intense. **Scott**—The pacing, smooth controls and superior graphics put this one over the top for me. Some people may think it's too quick a play, but there are lots of ways to improve your score and the multiplayer options provide no end of fun.

- Nintendo 5
- 1 to 4 players simultaneously

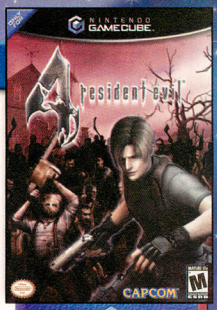
CHRIS	★★★★
GEORGE	★★★★
SCOTT	★★★★★
STEVE	★★★★
STEVEN	★★★★

TEEN T — Fantasy Violence

CONTENT RATED BY ESRB

RESIDENT EVIL 4

Survival horror comes of age with Capcom's GCN-exclusive masterwork.



When Resident Evil debuted in the mid-'90s, its intricate prerendered graphics necessitated the use of a static camera and character-relative play control, which made it difficult to steer around corners or even run in a straight line. Despite those shortcomings, it was a hit because of its hair-raising scares.

With Resident Evil 4 (available for most of 2005 only on the GCN), Capcom finally addresses the control issues by placing the camera over the character's shoulder and rotating it as he turns. It might seem like a small change, but it makes a big difference. What happens to Leon happens to you. Pitchfork-carrying villagers charge toward you. Explosives detonate in front of you. And the masked maniac—the one with the chainsaw that you've heard revving in the background—is right in your face. The baddies aren't zombies. They're smarter, they're adaptable and they set traps. And instead of staying in the same places on repeated plays, they really surprise you.

The game does away with typewriter ribbons (though you still use a typewriter to save your progress) and storage boxes. It adds an item-buying-and-tuning option and takes the story in a whole new unpredictable and significant direction. It's fast, frightening and nearing perfection. If you've shied away from the series in the past, now is the time to jump in. It's so good, it's scary.

- Capcom 9
- 1 player
- 2 discs

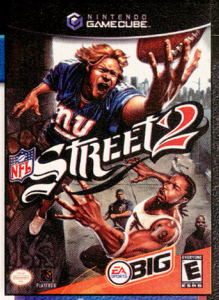
ALAN	★★★★★
CHRIS	★★★★★
GEORGE	★★★★★
STEVE	★★★★★
STEVEN	★★★★★

MATURE 17+ — M — Blood and Gore, Intense Violence — CONTENT RATED BY ESRB

COMMENTS: **Steve**—It's tense, atmospheric and unlike anything you've experienced. An absolute must-buy. **Steven**—Possibly the best console video game ever made, and definitely the standard that horror titles will be measured by for years to come. **Chris**—The story is thick, the action is intense and the gameplay is unbelievable. **Alan**—Dear Capcom, I love you. Sincerely, Alan—15 stars.

NFL STREET 2

The biggest show on the gridiron goes vertical with an off-the-wall sequel.



Seven-on-seven football hits harder, runs stronger, spins and jukes with maneuvers that have your players running up walls and vaulting over defenders in EA's feature-filled NFL Street 2. Powerhouses loaded with NFL stars lock horns on 12 makeshift fields. The first team to a reach predetermined point total wins. In addition to high-stepping running-on-a-wall moves, the sequel adds a second level to the team-pumping Gamebreaker state that nearly guarantees a score.

The title also introduces Street Events, such as the one-on-one Open Field Showdown and the every-man-for-himself Crush the Carrier game, which rewards the player who can hold onto the ball the longest. The NFL Gauntlet has your squad bullying its way through seven-man versions of every NFL team, and the NFL Challenge gives you 150 days to build a championship squad while taking on events that earn you player-improving Development Points.

In Own the City mode, you start with one player of your own design, play pickup games and take on trials to accumulate more players, then secure your dominance one district at a time. In addition to adding to a player's attributes, you can give him a new hairstyle, tattoos, accessories and Reebok-branded sportswear. Hard-core fans of the original who are looking for more will find it in NFL Street 2.

- EA 26
- 1 to 4 players simultaneously

ALAN	★★★½
CHRIS	★★★★
GEORGE	★★★★
SCOTT	★★★★
STEVE	★★★

EVERYONE — E — Mild Violence — CONTENT RATED BY ESRB

COMMENTS: **Steve**—NFL Street 2 does what is does competently, but the game just didn't grab me. And that's coming from a huge NFL fan. I think the street formula works better with hoops. **Alan**—Street does what it does very well, but I'm a hard-core Madden fan, and it's just too shallow for me to really get into it. **Chris**—I really like the enhanced character development, as well as the newer side modes, but all the additions fall short of what I'd expect from a good sequel.

VIRTUA QUEST

A new hero interfaces with Virtua Fighters in Sega's computer-world adventure.

- Sega
- 1 player

ALAN
CHRIS
GEORGE
STEVE
STEVEN

TEEN T — CONTENT RATED BY ESRB — Violence

Plugging into the Nexus system, virtual treasure-hunter Sei goes in search of lost data in Sega's Virtua Quest, an adventure that integrates RPG- and fighting-game elements. As Sei logs into the network and clashes with members of the Judgment 6 syndicate, he accumulates 45 fighting techniques by downloading Virtua Souls from Akira Yuki and other battlers in Sega's Virtua Fighter series. He also uses an Energy Wire to swing across gaps and pull enemies toward him, runs along walls with *Matrix*-like flair and slows down the actions of his foes with the power of the Synapse Break.

The concept is strong, but the execution is lacking. Even though you receive a bonus for performing moves in sequence, the stilted play control makes it difficult to time one attack after the next. If you press an attack button rapidly then stop, your character will often continue to fight for a few seconds, trying to catch up to your commands. Camera control is also limited. The camera snaps behind your character when you press the L Button, but it doesn't smoothly turn with your character if you hold the button.

The graphics have a crisp anime touch—often dazzling in a Tron-for-the-21st-century way. If you can get past the gameplay shortcomings, you'll have a good time in the virtua world.

COMMENTS: **Steven**—I love seeing classic characters used for something new, so I got a kick out of seeing the VF celebs in a new light. But the platforming and fighting controls are a little unwieldy. **Steve**—The watered-down combat system and sterile environments prevent the game from realizing its full potential. **Chris**—After a while of beating up identical enemies, you'll feel there's not much more to do.

THE LEGEND OF ZELDA: THE MINISH CAP

Clever puzzles and storytelling give insight into Nintendo's treasured legend.

- Nintendo/128 Megabits
- 1 player

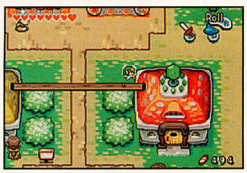
CHRIS
GEORGE
SCOTT
STEVE
STEVEN

EVERYONE E — CONTENT RATED BY ESRB — Mild Fantasy Violence

There's more to Hyrule than meets the human eye. The Legend of Zelda: The Minish Cap tells a big story involving small creatures who live among the Hyrulean people. When villain Vaati wins a sword-fighting contest, his prize is access to a blade that the legendary Picori (a.k.a. Minish) used to seal a chest full of evil spirits. Vaati breaks the seal, then uses his power to freeze Princess Zelda. Since only the Minish can reseal the chest, and only young people can see the Minish, Zelda's father recruits Link to save the day.

Gameplay is classic Zelda. The large secret-packed overworld is host to six terrifically challenging dungeons in which you must move objects, find keys and defeat wily enemies. New items, such as the vacuum-powered Gust Jar and the dirt-digging Mole Mitts, add to the fun. As you explore, you'll get advice from Ezlo, an enchanted birdlike hat, and shrink to Minish size to communicate with the little people and find items. Hyrule Town, which serves as a hub for the adventure, has tons of human-sized places to explore, and just as many Minish-sized secrets.

The artwork—especially that which depicts the world of the Minish—is a stunning achievement for the GBA, and replayability (searching for every hidden item) is at an all-time high for the series.



COMMENTS: **Steven**—A million small details add up to a wonderfully real world, and Link's hat bud Ezlo is one of the best characters in ages, thanks to some very funny writing. **Chris**—The game suffers a little from the mindless searching for Kinstone fusions, but otherwise, it works flawlessly. **Steve**—The Minish Cap is a meritorious entry in gaming's most storied franchise. The ability to shrink yourself leads to some clever dungeon designs and imaginative boss battles.

CABELA'S BIG GAME HUNTER 2005 ADVENTURES

- Activision
- 1 player

5

ESRB: TEEN — Blood, Violence

The first hunting title for the GCN has you gunning for the Hunter's Hall of Fame by collecting 65 trophies on six types of terrain or entering skeet-shooting tournaments. When you're on the hunt, you'll do lots of walking and waiting before you get within sight of a target. An ATV helps you cross wide expanses, but you have to approach targets on foot. The pacing is realistic, which is to say that it's not for fast-action fans, and the controls are responsive but complex.

ALAN
CHRIS
GEORGE
SCOTT
STEVEN

MC GROOVZ: DANCECRAZE

- Mad Catz
- 1 to 2 players simultaneously

4

ESRB: EVERYONE — Mild Lyrics

Current hits, such as Jessica Simpson's "Irresistible," and disco classics from Earth, Wind and Fire and KC and the Sunshine Band collide in MC Groovz: dancecraze's 28-tune dancefest, giving you an aerobic workout on the Mad Catz Beat Pad. If you don't have the pad, you can use a GCN controller to match directional taps to arrows on the screen, but it's not nearly as fun. The game lets you face off with another player (using two controllers), but the single-player options don't offer CPU competition.

ALAN
CHRIS
GEORGE
SCOTT
STEVEN

PINBALL HALL OF FAME

- Crave
- 1 to 4 players alternating

2

ESRB: EVERYONE — Mild Suggestive Themes

Ranging from 1957's Ace High to 1993's Tee'd Off, Pinball Hall of Fame's eight tables may not be classics by pop-culture standards, but a history of the tables explains why they belong in the collection. As a group, the tables offer many pinball play styles. Realistic art (down to glare off the glass), great sound effects and responsive control add up to a solid game. Value pricing makes it a great pick-up for pinball wizards.

ALAN
CHRIS
GEORGE
SCOTT
STEVE

ZOO KEEPER

- Ignition/64 Megabits
- 1 to 2 players simultaneously
- Single Game-Card Link

ESRB: EVERYONE

Although the name provokes images of a zoo-management sim such as Zoo Tycoon, Ignition's Zoo Keeper is actually an icon-matching puzzle game with an animal theme. Images of animal faces are arranged in an eight-by-eight grid. By touching adjacent pairs of images, you can make them switch places in hopes of creating three-in-a-line matches. After a match is made, the matching icons disappear and the rest of the icons shift to fill the space. It's a simple idea, but it proves to be a little bit of a trick to jump in and play. Luckily, if you're stuck, you can get help from an in-game hint guide that singles out potential matches.

ALAN
CHRIS
GEORGE
SCOTT
STEVEN

BANJO PILOT

- THQ/128 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

ESRB: EVERYONE

Banjo Pilot is a flying racer in which the fliers stay close to the ground. Nine characters from the Banjo-Kazooie series swoop and swerve through 16 courses while collecting power-ups and weapons. Computer-controlled fliers bunch together with your character to keep the race tight, but despite your better efforts, the outcome seems to be based more on luck than skill.

ALAN
CHRIS
GEORGE
SCOTT
STEVEN

MONSTER TRUCKS

- Majesco/32 Megabits
- 1 player

EVERYONE — CONTENT RATED BY ESRB

As generic as the name suggests, Monster Trucks is a low-difficulty racer that has you flying off dirt ramps and swerving around stumps on 10 tracks. Although your vehicle looks big and burly, the game's physics make it seem light. Stumps stop your truck cold, and small bumps cause it to turn over. On the plus side, the trucks and tracks are well-rendered in a realistic style.

ALAN ★★½
CHRIS ★★
GEORGE ★★★
SCOTT ★★
STEVEN ★½

RACING GEARS ADVANCE

- Orbital Media/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE — Mild Violence — CONTENT RATED BY ESRB

Supercharged cars from Lotus, Dodge and other real-world manufacturers race on 25 tracks. Choosing from 12 drivers and eight types of weapons, you must beat the field to the finish line by muscling your car around sharp turns and finding shortcuts. The game's far-over-head view serves the action well, but the cars appear very small, which could be a distraction.

CHRIS ★★★★½
GEORGE ★★★½
SCOTT ★★★½
STEVE ★★★½
STEVEN ★★★★½

STRAWBERRY SHORTCAKE: SUMMERTIME ADVENTURE

- Majesco/64 Megabits
- 1 player

EVERYONE — CONTENT RATED BY ESRB

A storybook look and classic platformer play make Summertime Adventure a solid title for those who just can't get enough of Strawberry Shortcake. While searching for baking ingredients, the red-haired heroine bounces off baskets and uses a lollipop as a catapult. A bonus garden simulation allows you to grow unusual hybrid plants, though the goals and gameplay are difficult to interpret.

ALAN ★★
CHRIS ★★½
GEORGE ★★½
STEVE ★½
STEVEN ★½

KEY:

ADVENTURE · ARCADE · FIGHTING · PLATFORM · PUZZLE · RPG · RACING · SHOOTER · SPORTS · STRATEGY

GCN · GBA · DS · 7 Number of Memory Card blocks required

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

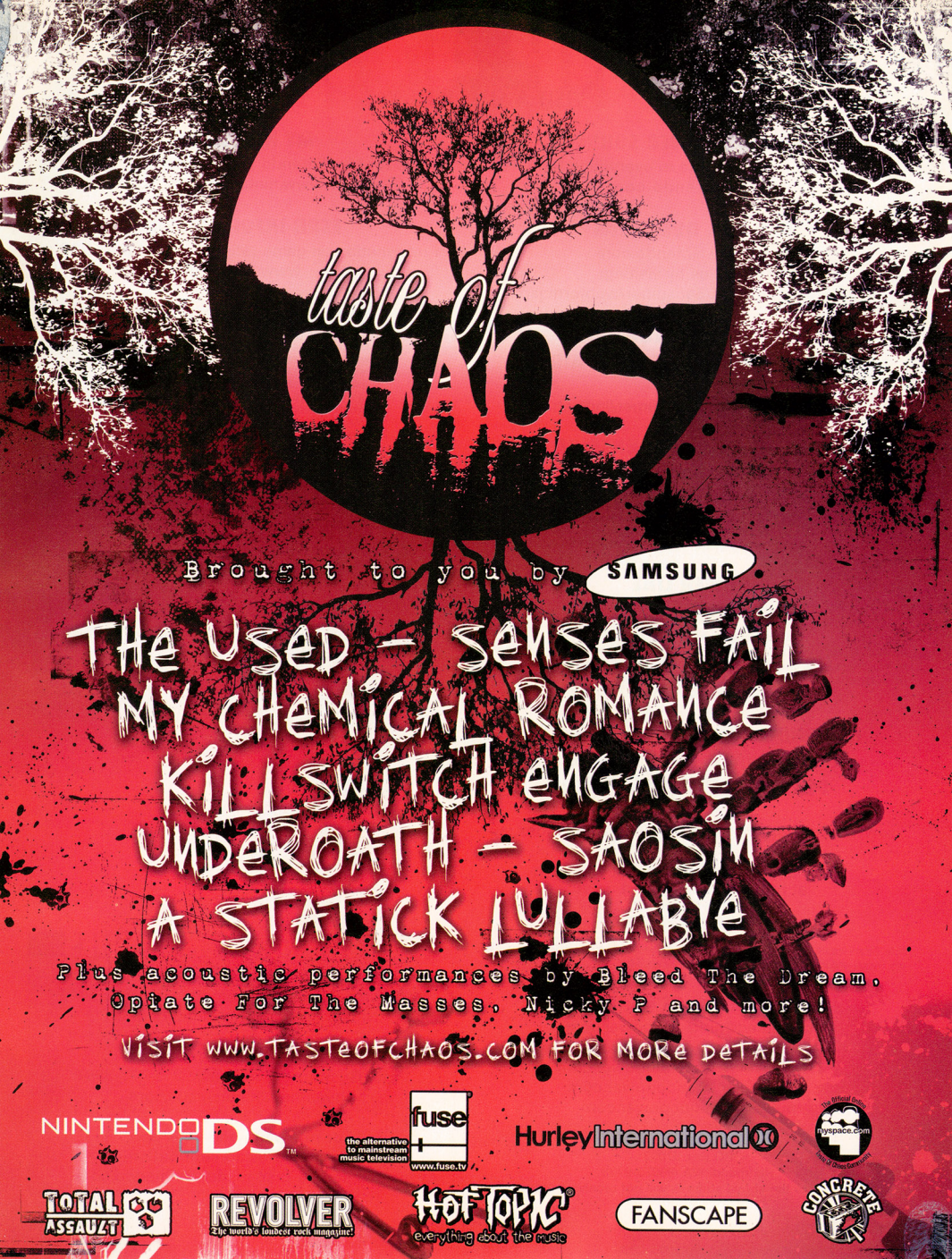
ALAN:
CHRIS:
GEORGE:
SCOTT:
STEVE:
STEVEN:

ESRB RATINGS

To contact the ESRB, visit www.esrb.org.

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

- EARLY CHILDHOOD — Early Childhood
- TEEN — Teen (13+)
- ADULTS ONLY 18+ — Adult (18+)
- EVERYONE — Everyone
- MATURE 17+ — Mature (17+)
- RATING PENDING — Rating Pending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VOLUME 189 — MARCH 2005

BACK ISSUES

Nintendo Power issues are available individually. Features in each issue are listed below. Use the Back Issue/Player's Guide Order Form in this issue to order past Nintendo Power issues and books, or call our consumer service department at 1-800-255-3700 to order by phone with Visa or MasterCard.

Volume 188 (Feb. '05)
The Legend of Zelda: The Minish Cap, GoldenEye: Rogue Agent, Prince of Persia: Warrior Within, Call of Duty: Finest Hour, Metroid Prime 2 Echoes, Baten Kaitos: Eternal Wings and the Lost Ocean, Super Mario 64 DS, Spider-Man 2, Kingdom Hearts: Chain of Memories, 9 Trends Set to Drive '05, Star Fox: Assault Preview, Metroid Prime Hunters: First Hunt, Playing the Field, Cutting-Edge Control.

Volume 185 (Nov. '04)
Paper Mario: The Thousand-Year Door Preview, Metroid Prime, WWE: Day of Reckoning, Second Sight, Pikmin 2, Pokémon FireRed and LeafGreen, F-Zero—GP Legend, Boktai 2: Solar Boy Django, Mario Pinball Land, Tron 2.0: Killer App, Metroid Prime 2 Echoes Preview, Baten Kaitos: Eternal Wings and the Lost Ocean Preview, Donkey Konga Special, Power Previews, Kirby & the Amazing Mirror Preview, Custom Robo Comic.

Volume 187 (Jan. '05)
Nintendo DS: Making Waves in Gaming, Metroid Prime 2 Echoes, Baten Kaitos: Eternal Wings and the Lost Ocean, Viewtiful Joe 2, Paper Mario: The Thousand-Year Door, Kirby & The Amazing Mirror, Final Fantasy I & II: Dawn of Souls, Donkey Kong Country 2, The Real Deal on Poker Sims, Power Previews, Resident Evil 4 Preview, GoldenEye: Rogue Agent Preview, Mario Party 6 Preview, Kingdom Hearts: Chain of Memories Preview, The Legend of Zelda: The Minish Cap Preview.

Volume 184 (Oct. '04)
Pokémon FireRed and LeafGreen Versions, Pikmin 2, Phantasy Star Online I & II Plus, Tales of Symphonia, Madden NFL 2005, Amazing Island, Astro Boy: Omega Factor, Second Sight Preview, Metroid Prime 2 Echoes Preview, SRS: Street Racing Syndicate Preview, Metroid: The Past Meets the Future, Donkey Konga, Power Previews, F-Zero—GP Legend Preview, Custom Robo Comic.

Volume 186 (Dec. '04)
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Volume 183 (Sep. '04)
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NEXT ISSUE

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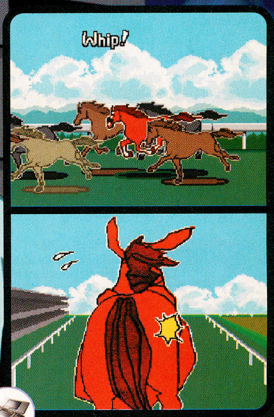
Bang

Killer 7

Killer 7 is a mystery no more. We've played the entire game, and we're providing an in-depth look at one of the most bizarre (and important) games of this console generation.

Wario Mania

Wario takes over our April issue with two new games: WarioWare: Touched! for the Nintendo DS and WarioWare: Twisted! for the Game Boy Advance. We'll take a peek at both zany titles, and maybe whip a horse or two in the process.

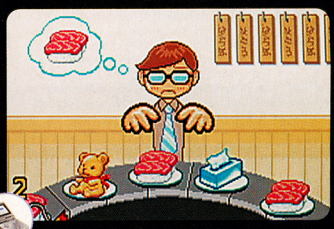


WarioWare: Touched!

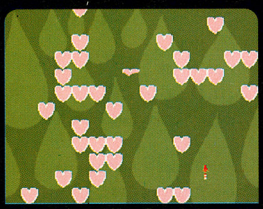
Great Previews & Reviews

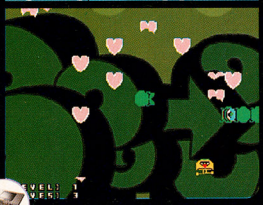
Fight Night

Fire Emblem: The Sacred Stones



WarioWare: Twisted!





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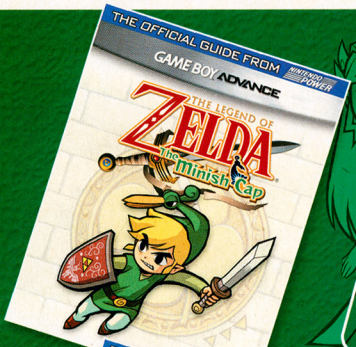

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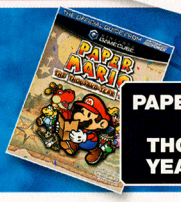

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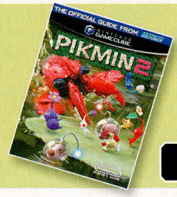

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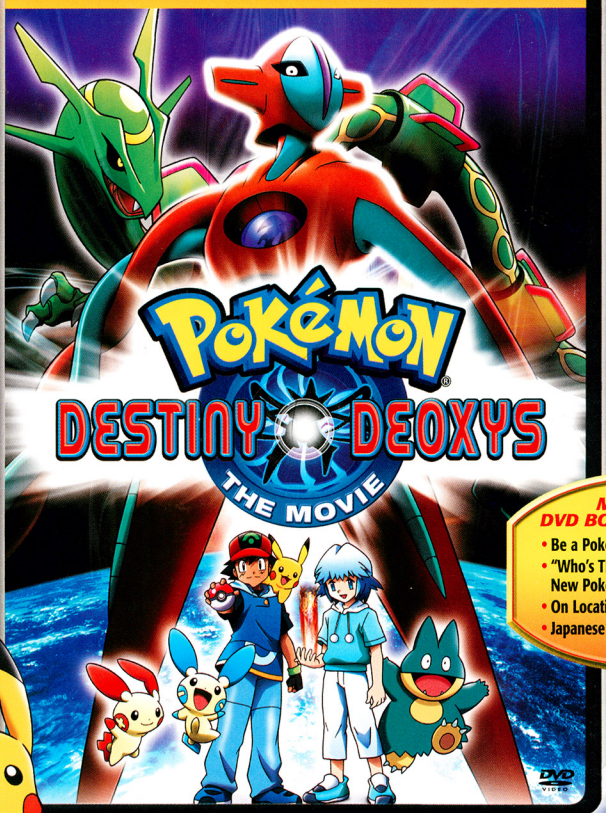

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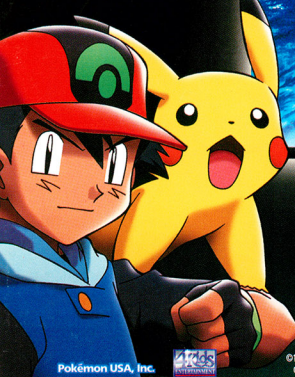

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